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ELECTRONIC GAMING MONTHLY

NUMBER 22

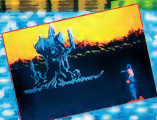
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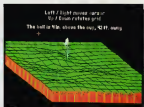
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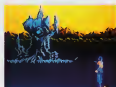


Batman is coming for the Genesis! Look for it on video game store shelves coming this month!

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Go-Go tank and Bill Elliott's Nascar Fast Tracks are in this month's spotlight!

COVER:

Sega's spectacular action/adventure game - Sonic the Hedgehog is coming to the Genesis in June! The action starts on page 80!

NAVIGATE THE OCERN DEPTHS OR KLRSH IT OUT IN THE 23RD CENTURY WITH SOFEL.



The future in your face.

SOFEL takes life simulation into the future with the release of our newest game, KlashBall, for the Nintendo Entertainment System. In a stadium hundreds of years from now, techno-gladiators do battle, combining contact with speed and finesse. Two five-man teams go for it, each fighting to deliver a three-kilo metallic energy sphere into the opponent's goal zone.



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Know your competition.

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Navigate through the ocean depths with the original aquatic homeboy, Fish Dude. The object is to eat as many little fish as possible so Fish Dude can grow to fight off his hungry enemies. Big fish, seagulls and a floating feline are all after him. Luckily Fish Dude has some cool pals like Octo dude to help him out of tricky situations. Come on, get your feet wet and explore the high seas with Fish Dude!



Watch out homey!



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CIRCLE #102 ON READER SERVICE CARD

EGM

May, 1991

A SENDAI PUBLICATION



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One of the nice things about this job is to be able to sit back on a weekend and go through the hundreds of letters that you send in each week. This gives us an indication as to what you like and dislike and it also helps us decide what to review in the upcoming issues.

An area which has been of great interest is the way we structure our game reviews. While not new to the players who have been reading our mag for a while, there are thousands of new readers, and dozens of new game companies who want to know more about how, and when we evaluate the games.

Unlike other mags which combine everything in one shot, we have split our game reviews into three distinct and different processes. We feel that games don't just 'happen', they evolve, and that is what we show. It is a three step process that lets you follow along as a game becomes final.

The first step in the life of a game is it's appearance in our Next Wave column. This section of the magazine is devoted to showing you the very first pictures of the upcoming games. These softs could be anywhere from 3 to 6 months away from production and they could be either photos supplied by the manufacturer or from a 20% to 30% complete prototype. The purpose is to show you what is on the horizon. This helps us deliver the first facts and photos on new games like Ninja Gaiden 3 to give you an initial indication of what the game will be like.

Next, if the game is worthy of additional attention, it moves to our Fact-File. In this section we will take a game that is anywhere from nearing completion and blow it apart to give you even more detailed info. This include all the bosses, weapons, power-ups, special techniques, characters and maps of some or all of the levels. The text that accompanies the Fact-File will describe the plot of the game and some of the techniques used. The fact file then shows you, in great detail, what the game is about. The maps show you the length and shape of the levels, while the photos of all of the items display how much variety is built in. The game is now about two months from production. At this point we get the best information from the company about the tentative release date and cart memory configuration. Being able to see all the elaborate backgrounds and unique features in a game like Metal Storm, helps you decide whether it is the type of game that you will enjoy. Also, since we have an elaborate system to collect photos, we can bring you action that you won't find anywhere else! We never will use the 'stock' screen shots that other mags do because we know that you don't want to see the same pix in EGM!

Lastly, when a finished ROM is available we give the game to our Review Crew for the magazine's formal evaluation. Each member of the Crew reviews the game independently to its end, focusing on over a dozen items ranging from sound effects and background music to graphics and game play. All of this gets boiled down to our number rating system and the features that are exceptional (either good or bad) are described in the text. These reviews are then run in the issue that coincides with the game's release.

We think this process works, and judging from your letters, so do you. But, as always, we would be interested in your further thoughts. If you have more suggestions on how we can improve the quality of our reviewing process, please drop us a letter and let us know!

Ed Semrad
Editor



THE NBA'S JAMMIN' ON GAME BOY!

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SHOOT OUT WITH PATRICK EWING.

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clock is running and the action's FAN-TASTIC!

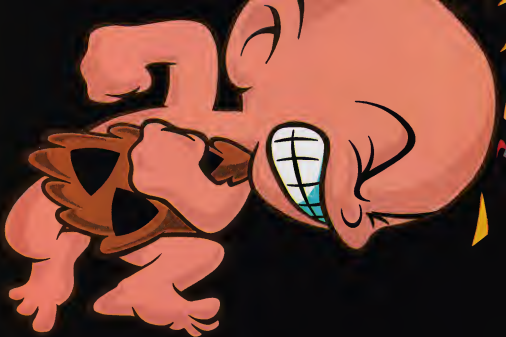


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CIRCLE #150 ON READER SERVICE CARD



IT'S 10,000 YEARS AGO.

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AND YOU'VE ONLY GOT 1 WEAPON.

You live in a world of prehistoric swamps, tropical forests and stone age deserts. Humongous dinosaurs, primordial gators and various other slimies, beasties and creepies roam at will.

And the bad news is, evil King Drool has kidnapped

PREPARE TO BUTT HEADS.

the Princess Za (a most excellent-looking babe.)

As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

BOOM! BOMB!

ADVENTURE



As Donk, you must battle Heavy, the first Donk. Heavy is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bomb all wells to find secret bonuses.



Meet helps Donk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

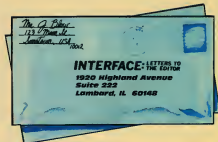
A must-hoove howl, Tractor Head, has a dandy bonkball fight with Donk. You can beat him, just use your head.



Sometimes Donk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



NEC



Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the color likes your letter enough he may even print it! Send all letters to: Interface: Letters to the Editor, Sendas Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

TURBO EXPRESS AC?

Recently I purchased a Turbo-Express from a mail order game supplier. I later bought the TE tuner and I am very happy with the unit. I then ordered the AC adapter which was listed as being in stock. I called and ordered it for \$29.95 (plus \$7 UPS Ground delivery). Two weeks passed and I got a package from the company. I opened it and was shocked to see a Tandy Radio Shack AC adapter with a 6 and 7.5 volt setting. I called the company back and complained that I got an inferior substitution. They said that NEC has told them that it works fine at the 6.5 volt setting and if anything went wrong the TE would be covered under warranty. Wanting more info I called the NEC hotline. They said that using any non-NEC adapter would void the warranty! I don't want to void my warranty so I called the mail order store and asked for a full refund. They stated that they didn't give refunds, only credit towards another purchase! Will the Radio Shack adapter damage my TE? (c.c. Better Business Bureau, NEC, and game mags)

John C. Mueller
FL Meyers FL

(Ed. We contacted NEC to get the straight info from their technical staff. From an internal memo dated 12/4/90 NEC states: "We do not recommend other adapters as they are not made for the specifications of our product. However other consumers have made us aware of an adapter at

Radio Shack (Catalog number 273-1655). However when using this adapter and headphones, you will experience a slight buzzing noise. This is because it is not regulated for the TE."

And, if you check page 15 of the TE instruction book you will see that any damage to the TE which can be attributed to a non-NEC power supply will void the warranty.

With the correct

adapter due out very soon it may be best to wait and buy the proper unit.

This brings up another point which relates to the mail order companies. Read the fine print! To avoid disappointment, be very careful to know what the return or refund policy is! Also, not all companies have the same policy. Some will work with you if you have a legitimate problem!

JAPANESE GAME REVIEWS?...

I would like to address the growing problem in video gaming magazines - Japanese games. I have two Mega Drive carts and love playing them on my Genesis. I have noticed a number of mags using Japanese photos and secrets for American games just released. An example is Shadow Dancer. These mags, including yours, have reviewed this game and pictured the Japanese version. Why? This leads me to believe you're not an American magazine. You're Japanese, or at least a converted Japanese magazine. Are you?

Gary Martin
Va. Beach, VA

(Ed. You bring up a good point Gary. And it relates to how the game companies and magazines work. Magazines have to contend with something called lead time. This is the time between when the article is written, and the time you read it (see the next letter). Game companies work in a similar manner. Many cartridges are first made in Japan for the Japanese

market. Then they are converted for the U.S. market. In order for game companies to give magazines a product whose Fact-File will reach you in time, they often will distribute the earlier Japanese cartridges. With Shadow Dancer, Sega gave us a cart which was the best available. After that Fact-File was published, Sega updated the title screen. While we have contacts with Japanese mags, EGM is produced entirely in the U.S.A.!



The early prototype and final title screen in Shadow Dancer.

MORE TURBO!

I really love your magazine. I buy every issue as soon as it hits the newsstand. I do have a complaint though. Mainly it relates to your Turbo coverage. To put it bluntly, it stinks! The usual number of games being reviewed or previewed is about four. This compares to at least ten for the Genesis. Your reviewers are also anti-Turbo, saying that it's hard to believe that Aeroblasters is a Turbo game. Will you do more Turbo?

Yoni Yasguir
Cherry Hill, NJ

(Ed. We are trying our best to get you the most Turbo info possible. The special pre-CES insert in issue 19 was the first in the industry! We also were the first to show you pix of Bonk's Revenge. One problem revolving around the amount of Turbo vs Genesis coverage is the sheer number of licensees. Sega, with over 17 companies producing softs on the Genesis, will naturally produce more games while NEC has fewer. We have covered virtually every Turbo game to appear and will continue to do so. We have offered NEC a 'blank check' for coverage of their new products in several upcoming issues and they are getting everything possible to EGM readers. As for Aeroblasters, we believe that four nines and a seven, as Review Crew numbers, speak for themselves, labeling the game outstanding!)

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CIRCLE #109 ON READER SERVICE CARD.

LIFE IN THE FAST LANE!

I think you guys have the best jobs in the world! Imagine being able to play every game months before they come out. I'm a pretty good writer, how can I get a job working for you?

Bob Hammond
Columbus, OH

I saw a new section in issue 19 of EGM. It was called Behind the Screens. Being able to see what goes on at the different companies is cool because all we ever get to see is the finished product. You know what would be even cooler? Do one on EGM! Keep up the good work! I like the new additions that you have been making to the magazine!

Brandon Sever
Omaha NE

OK guys, how do you do it? Each month your magazine keeps getting better and better. Is it my imagination, or is it also getting larger too? Like, it's cover to cover pictures! Your photo bill must be horrendous! And it's all new, not a bunch of old games which I've already seen. It must take you all month to do it! But who does the work? You don't list a lot of editors in the front of the magazine. Can I help you with some of it? I'm a good game player! At least tell us more about your famous review crew!

David Blackwell
Vancouver, B.C.

Over the last few issues I've been noticing that you are using more and more strip maps. I think that is awesome as it tells me more about a game than just one photo. The alignment of the photos is far superior to what I've seen in other mags too! The Super Play on the Turtles was awesome!

Carl Davis
Charleston, SC

(ed. Sorry guys, we appreciate your interest in the magazine but the big cheese isn't hiring at the moment. While we'd like to hire each and every one of you for some type of super secret work, our operations dictate the need to have the games played under one roof! This lets us take a game from start to finish with no problems!

Each project is a team effort and that allows us to do a two page fact file, showing all 7 levels in a game such as Gaias much more quickly. Of course having the best players in the country and the most sophisticated computer equipment does help because we can do some pretty amazing things, like perfect game maps, here at the office. While how we do things must remain top secret, you may be getting a sneak peek at some of the fun behind the screens here at EGM in a future issue! What do you think - care to see the ugly mugs of the EGM staff in action?

Of course it does help to have the shortest 'lead time' in the industry (the length of time it takes to get the mag from our computers and into your hands). Where others are dealing with 2 - 4 months when writing a story and getting it into the store, we can get our info to you in a matter of weeks! Yet another reason why you'll see it here first!

NUDITY ON GENESIS??

Whoa! Do my eyes deceive me or did you and another magazine publish nude photos of a fairy in the game Stormlord for the Genesis? Is Sega finally broadening their horizons and giving us guys more to look at than just zippy backgrounds? Or did they fall asleep when they were giving out that "Seal of Approval" that goes on each cartridge that I buy? I can't wait to get this one!

Brendon Smithes
Atlanta, GA

(Ed. You're right, the fairy has no clothes! Sega hasn't been resting with eyes closed either as they have requested that Razorsoft make some slight cosmetic changes to the game. The photos that you mention were from a very preliminary and incomplete version of the game which was being demonstrated at the CES. As of this writing the game has just now been finished and delivered into our hands so that we can provide you with a complete a thorough evaluation in an upcoming issue. And we're sorry to break your bubble, Brendon, but the Stormlord fairies have been given a complete set of dress.)

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CIRCLE #108 ON READER SERVICE CARD



THE 'CREW'

ABOUT OUR RATINGS:

- 10 = Perfect
- 9 = Outstanding
- 8 = Excellent
- 7 = Very Good
- 6 = Above Average
- 5 = Average
- 4 = Fair
- 3 = Poor

STEVE

Steve is busy weeding through the dozens of new EPROMs that Ed brought back from Japan. The new Super Famicom softs are his favorite and occupy most of his time.

ED

Ed is in a trance again after getting an eyeful of new super CD-ROM drives when he was in Japan last month. For games, the ultra-hard Shining Darkness is taking up his free time!

MARTIN

Martin has just finished Sonic and Act-raiser and he is moving into the spectacular Famicom Ninja Gaiden 3 and an alpha version of Super R-Type for the SF.

SUSHI-X

Sushi-X left to go back to Japan after showing us his arcade skills by walking through the Rad Simpsons arcade game with one quarter! He's now into the 32 bit Rad Mobile!

Nintendo - Jaleco Whomp 'Em

Type: Action Release: Apr.
Levels: 8 Difficulty: ???.



You are Soaring Eagle, a young Indian brave, on a mission. You must travel through eight different worlds, six of them may be transversed in any order, in search of totems for your magical pouch. Throughout your journey, you will discover such items as head dresses, gourds and magic potions which will all aid in your quest. Each totem has special power-up abilities, from flames to clouds. How!

This game was a different type of spin-off on the traditional scrolling action concept. The graphics, sounds and play are all incorporated well and create a nice gaming experience. It's not the best game in this genre, but fans of similar titles should enjoy this one as well.

This game shares a lot in common with the Disney games from Capcom which allow you to access any level of play and also temper their challenge with an easier tone. Whomp 'em does require more skill, but this only adds to the enjoyment that action lovers will get.

Whomp 'em is a cool game in the same style and tradition as Mega Man. The action isn't quite as complex as others, but the game does offer a wide environment to battle within and a challenge on the usual round progression. The graphics are adequate and the game itself good.

Whomp 'Em is an interesting game. I liked the American Indian idea, especially since most action games don't get creative to its new themes. The graphics were colorful and the sound was appropriate. I also liked the ability to visit any one of the stages at any time. Good game!

Nintendo - Kemco Uninvited

Type: Advnt. Release: Apr.
Levels: NA Difficulty: Hard



You start this adventure after mysteriously crashing your car into a tree. Unfortunately, your brother, who was in the car with you at the time of the crash, is now missing! It's up to your bravery and detective skills to find him. As you barely escape the exploding car with your life, your adventure leads you to an old haunted house. Can your nerves stand the creepy place? Can your wits stand the puzzles?

Uninvited follows along the same computer-inspired lines as Shadowgate, with plenty of first-person representations of the surroundings you encounter. The RPG theme is buried under moving objects which manage to slow things down, but those who want quests won't mind - I did.

Like Shadowgate, Kemco has directly translated a popular computer quest. All of the challenge you'd expect in an adventure RPG is here, but the graphics are definitely restrained by the limitations of the Nintendo. Good for puzzle-solving RPG lovers though!

Uninvited is another one of those RPGs that tries to simulate real life with graphics instead of text or putting the characters in action-oriented game play. The problem is that, while the quest is OK, the graphics and interaction just don't cut it. Too complex for its own good.

Although Kemco looks like they put a lot of effort into this game, I still didn't like it as much as I could have. The graphics were static and the sound wasn't anything to jump off a building for. The puzzles were too obvious in some places and totally off the wall in others. Let's see some new ideas.

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Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

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Nintendo - Konami Lazer Invasion

Type: Action Release: Apr.
Levels: 3 Difficulty: Avg.



Your mission, should you choose to accept it, is to infiltrate the Shek's Sand Storm Command Center (whew!). You'll be battling your way through 3 different game modes: Air Combat, Ground Warfare and the 3-D Confusion Maze. Each mode is a different game in itself, each shown from different perspectives. Whether piloting a helicopter or sneaking through the 3-D maze, many enemies await you!

This game comes off as a gimmick for the Konami head controller, and with that device it's sure to have more of an effect than it did playing it with the regular NES. The game has few high points, with your typically poor Nintendo first-person graphics. Nice but not much innovation.

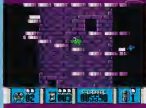
While this game was obviously designed to take advantage and sport the features of Konami's Lazer Scope peripheral, it does have some merits of its own. The action is steady, with lots of enemies attacking at all times. A decent game whether you have the Scope or not.

There just really isn't that much of a game in Lazer Invasion unless you're sporting the funky scope headband. Anyway, the game that is here features plenty of flying targets who move about and occasionally fire back. The movement is jerky and the graphics in most areas poor.

Well there seems to be enough gaming variety for the buck in Lazer Invasion, but I just didn't capture my attention. The in-game graphics were choppy and I got killed too easily. The other sections of the game also weren't what I thought they could have been. Boring.

Nintendo - Triffix Castellan

Type: Action Release: Apr.
Levels: 8 Difficulty: Avg.



Jemmerville was just another quiet island on the planet Centurus in the Triangular galaxy. That was, of course, until 7 alien towers surrounded the island. If one more tower plants itself, the gemmining island is certainly doomed. It's your job as Julius to climb each tower and topple them. You can grab gems along the way to increase your score, as well as shoot or avoid I-balls, metaflits and other baddies!

Castellan sports an excellent graphic effect with a rotating column of bricks. But after you've played the game for awhile, the effect wears off and the game play isn't that spectacular. It is innovative, and as an action/puzzler, it offers more than the rest. Originality is its saving grace.

There isn't a lot of game in Castellan. It starts out as a different type of action cart, but quickly becomes repetitive. The difference between each tower that you climb is negligible, and since there is plenty of challenge, you end up doing the same level over and over. Boring.

There's not much that you can really say is very good about Castellan, except the turning, scrolling tower effect. Other than that, there isn't enough of a brain-demanding play techniques to overcome the challenges. Make it to the top and other tower awaits. Big deal.

This game was O.K., I really liked the way the towers rotated when you enter them and the creatures moved without stagger. Sound was about what you would expect from the NES. It was a little disorientating at first, but once I got the hang of it, I enjoyed the game.

Genesis - Sega Phantasy Star 3

Type: Advnt. Release: Apr.
Levels: N/A Difficulty: Hard



Phantasy Star fans, rejoice! The third PS adventure has arrived. You are Orakio, the brave adventurer who sets out to bring peace to the land once again. Your new adversary is tougher than before and you'll need all your strength and skill to win the game. Visit towns, explore the countryside, battle vicious creatures, meet new people, fight with new weapons, discover new items. You decide your destiny!

PS3 is different from the first two quests in many ways, but the basic play hasn't changed much. You wander about, fighting different enemies, creating stronger characters as you collect people and solve mysteries. A better-than-average RPG with nice graphics.

A definite winner! This amazing follow-up takes the proven Phantasy Star theme and expands it over the ages to include a changing storyline that twists and turns depending on the marriages that take place. Guide your character to each of the different endings! Amazing!

One of the best RPGs ever! Phantasy Star 3 blows away the previous games, although it isn't necessarily more challenging overall. The game throws in a lot of new features like different generations who each will encounter their own quests to overcome. Awesome RPG!

Phantasy Star 3 is a good adventure game, especially if you were a fan of the first two. Colorful graphics, good sound, involving story and the size of the game were all pluses. However, I still enjoyed Y's Book 1 and 2 better than this game. Still, if you're a Genesis adventurer, PS3 will do.

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Genesis - Electronic Arts PGA Golf

Type: Sports Release: Apr.
Levels: N/A Difficulty: Avg.



PGA Tour Golf is the first golf game on the Genesis that allows you to play against up to 60 of the most competitive pros on some of the finest golf courses in the world. Before you're ready to be the golf king, however, you'll need to sharpen your skills like special shots, putting, coordination, touch, power and course familiarity. Study successful shots in slow motion. You'll be ready to take on the best.

Golf games are a favorite and while this title takes a little getting used to, especially the game's true-to-life difficulty, it gives you a great simulation of the real sport. The basic game is the same reflex-driving yester found in the other titles, but the play and first-person graphics are a real kill.

PGA Golf succeeds at combining the usual golfing game with great Genesis 16-Bit graphics. Instead of a boring overhead perspective, PGA Golf uses some brilliantly drawn environments that give you an on-the-green view of the action. Tournament settings expand the appeal.

This game is like most golf games I've played, demanding reflex and timing as well as strategy in judging hills and wind direction. The graphics are adequate for the title, although they aren't exceptional. Some good voice and sound effects round out the package.

For a golf game, EA's version of this popular concept was pretty good. Although the graphics weren't especially colorful, I did like the instant replay and alternating perspectives that the game offered. Digitized sounds of the crowd also made the game more realistic. I liked it!

Genesis - Electronic Arts James Pond

Type: Action Release: Apr.
Levels: 12 Difficulty: Avg.



What's this? The famous secret agent must have met the same fate as the Incredible Mr. Lippett, because you now control James Pond, special agent of the deep in missions like Licence To Bubble, A View To A Spill, Fishfingers, The Mermaid Who Loved Me and other fishy situations, you'll be battling evil divers, radioactive canisters, oil spills and other damaging objects found in the game.

James Pond has a lot of enemy characters. The environments Pond maneuvers within are bright and colorful. The techniques he possesses are varied. The execution of all these positive traits, however, is not very challenging or much fun, however, which is the main reason to play.

This game takes the usual concepts of scrolling action and totally turns them inside out. The graphics are crisp and colorful but the action suffers from a lack of real timing. The goals are presented clearly, but they just aren't much fun. Could be an interesting Genesis title for kiddies.

This game is not what I'd call exciting or fun. The graphics are a combination of pastel tones that serve as a bright background to what is a pretty ordinary game. The execution of this ordinary game makes it even less exciting. Never mind challenge, there's just nothing that's much fun.

This game looks like a nice kids game. The graphics are colorful, like Mario Brothers, and the sound isn't bad either. Each level had nice variety with different musical tunes and completely different tasks to accomplish. Although not for anybody over the age of 12, I thought it was cute.

Genesis - Namco Powerball

Type: Sport Release: Apr.
Levels: N/A Difficulty: Hard



What do you get when you combine the strategic elements of Football with the violent quickness of Hockey and throw those two spots years into the future? Why, Powerball, of course! Each nation has represented a team at these games, each possessing special talents. Speed, power, stamina - these are all important attributes, but what really matters is your aggression and quick thinking on the field.

Powerball is one of those addicting titles that doesn't quite seem like much when you first plug it in, but the more you play and learn the techniques, the more involving the cart becomes. Powerball is a very different video sport that combines high action and pseudo-football rules.

This game moves fast, looks good and represents one of the first times that a game company has developed a new "sport". The action is fast, lightning fast in some instances, with decent graphics and sound. A different change of pace that should appeal most to sports fans.

Powerball is just the right kind of game for people who have wanted to merge football videos with action titles. The premise behind the "sport" is easy to pick up, and the action comes off well. Not exactly my cup of tea, but nevertheless a very playable game.

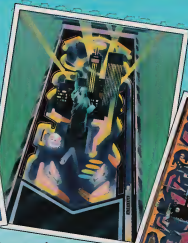
I've seen this idea many times in the past, but there's still something in this game that grabbed my attention. As with most games of this type, the two player option is what really shines in the game. The computer opponent is way too hard, frustrating the single player gamer quickly.

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Game Gear - Sega

G-LOC

Type: Sports Release: Apr.
Levels: N/A Difficulty: Avg.



G-LOC, Sega's sequel to their Afterburner arcade series, has been brought to the Game Gear. If you're a fan of the high-speed rock and rolling of the Afterburner planes, G-LOC pulls off this dizzying sensation one step better. While waiting in line to play the arcade version, why not bring your Game Gear to the arcades and play this version to pass the time. You may notice people lining up behind you to play it!

There is nothing much but your standard target shooting contest here. The GG version of G-LOC has very little in common with the arcade version, and with a lack of challenge or innovation: the game really boils down to a standard shoot-and-move with less than fantastic graphics.

G-LOC is the Game Gear's version of Blue Lightning. Without smooth scaling effects and fluid moving action, the game plays a little too rough. Essentially you have a moving plane that serves as a target for the enemy, while you control a separate target to knock the enemy down.

G-LOC just doesn't stand up to other hand-held airplane shooters. On its own merits, to be fair, the game offers up quite a few different types of enemies and enough challenge in avoiding oncoming missiles and such. The graphics aren't great, however, and don't add much.

This is probably the best Game Gear game I've seen. Although the game itself doesn't display the beautiful graphics of the arcade version in all its glory, the basic idea is still there, including the excitement. The colors are put to good use and the sounds are potent with headphones on!

GameBoy - Electronic Arts

Tour de Thrash

Type: Action Release: Apr.
Levels: N/A Difficulty: Avg.



Yo, dude! Skate or Die returns on this GameBoy edition of the State Fish Tour featuring the Retro-Rocket Ramp! One or two players can compete with the Game Link cable. You'll face some pretty tough computerized opponents, like CJ, Lester and Rodney, each with their own special moves. You can also choose the wild locations to compete at, from the L.A. Sewerside to the Easter Island Thrash Land!

While the premise behind this game is nothing new, most of the time it has been merely a game-within-the-game. There are plenty of moves that you can do in the half-pipe, but when you consider that this is all the game really is, with little graphic or sound support, it appears weaker.

While Tour de Thrash is not a bad game, it just doesn't offer enough to play against within that game. You skate inside a halfpipe and perform a variety of moves. You skate from one side to the other, skipping over a center divider to break up the repetition. Nothing bad, just not enough.

Is this all that there is? Tour-de-Thrash starts out nice. Lots of action in a halfpipe setting. Move around and build up speed. Do lots of flips, score lots of points depending on your techniques. Move on the next scene. What?? No more scenes? Repetitive, repetitive, repetitive.

In one word, boring. The skateboard event in Epyx's California Games on the Lynx blew Tour de Thrash away! The game is way too repetitive to seriously consider it as a stand alone game. The graphics also lack too much detail so desperately needed in this type of game. Forget it!

GameBoy - Nexoft

Cyraid

Type: Action Release: Apr.
Levels: 5 Difficulty: Hard



The people of Earth once again need your help to prevent total domination. Professor Rogue, the evil scientist in the game, has devised a fortress filled with robots ready to carry out his destructive plans. Luckily, Earth has two agents of peace planted in the fortress which can thwart the evil professors plans by gathering all the energy capsules in each room. By manipulating the many items, you can defeat Roguel!

This game reminds me of Lode Runner Part 2 - with a maze full of ladders and blocks that must be traversed while avoiding a bunch of nasty critters. This is nothing but a standard puzzle game with a few bonus items thrown in. If you're in the mood for another, give it a try.

Another puzzle game that features ladders and mystery blocks, this could be described as sort of a one-screen Super Mario puzzler. The action does get forced a little slower than it could have been by adding enemies that are more "road blocks" than real threats.

A nice puzzle game that introduces parts of several other games as well as throwing in a few concepts of its own. There is nothing that is fantastic here as well as nothing that is really bad, but as a puzzler it probably won't disappoint.

This game reminded me a lot of Donkey Kong. The ladder climbing aspect of the game was almost identical. For the GameBoy, it's really not that bad of a game. The graphics were sort on the small side, though, and it was hard to tell exactly the distance between me and the bad guys.

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GAMING GOSSIP

...Mega Drive CD-ROM Due Before Christmas...Panther Expands Into 32-Bit Body...Star Soldier 3 In The Works...

...Double Dragon 2 Coming To Sega 16-Bit...Turbo Adds To CD-ROM...Midnight Resistance To Sega...

...Don't be fooled by pale imitators! It's me, the one and only Q-Mann, here to deliver the very latest gossip from the greatest gaming companies around the world! This month's theme is CD-ROM, and you bet that yours truly has dug up all the dirt on the hottest info on silver disc play...Let's start with a big thumb's up to the Sega 16-Bit CD-ROM, which despite wimpy reports to the contrary, will make an appearance in the Land of the Rising Sun before Christmas! All the power that Quatermann promised will be found, along with some dandy game titles that include an update to Michael J.'s Moonwalker vid - complete with stereo music tracks!...Other hot CD-ROM news is the rumored development of a CD-ROM interface for the SNK Neo-Geo super system! Why do you need a CD-ROM when you've got a game machine that can already deliver the sizzle without it? Who cares, it should be way cool!...The big news, meanwhile, at NEC is the concentration on full-motion video on CD-ROM. This could still be many moons away, although it is a very real possibility that you could see a memory upgrade (from 64K to two meg) on the basic unit! This should help upcoming efforts, like the soon-to-be-seen Adam's Family disc, play better than anything the comp can swing...

...The Q-meister has been feverishly working to piece together a clear picture of exactly what type of surprises Atari is planting under the hood of their new "next generation" console. The Panther, as I've reported to you in previous rumor mills, will sport an alpha-numeric keypad with three main buttons and controller and possess some super scaling features. The bang-bang news this month is the revelation that the Panther, contrary to previous prose in this very column, will be a full-fledged 32-Bit banger, with a heavy focus on arcade conversions! I'm looking forward to this guys and gals, but I don't want to wait much longer...Hip, hip, hooray, Steven Shea...Disney is planning on planting a big one on just about every game system they can find! Get set for Donald Duck on the Sega Genesis while Capcom is going to unveil The Little Mermaid for the Nintendo Entertainment System very soon...

...Super Famicom softs (I can't wait until I can call 'em Super NES - or is that Snes) are pouring in! My sources have told me that Super R-Type will NOT be a carbon copy of the coin-op R-Type 2! Irem has changed the original programming and instead is yearning to blow our minds with an all-new R-Type adventure, complete with new alien worlds to explore as well as a completely original set of weaponry! Awesome, awesome, awesome...Remember when Quatermann reported on empty store shelves where Super Famicom systems once resided? Well, our man in Japan just told me that the 16-Bit Nintendo's are in limited supplies, but you can't buy 'em unless you also slurp up a couple of lame titles at the same time! Smells of video communism to me...

...Lots of news from the Sega 16-Bit front lines, where we see an enormous army mobilizing for what is sure to become the mother of all video game marketing and sales confrontations! With only a few months to go before Nintendo drops their bombs (i.e. Super NES's), Sega is drawing the boundaries and loading their big guns with some impressive explosives of their own. This includes a solid rumor which has Phantasy Star 4 already in development as a quickie follow-up to part three - Sega swiping up the rights to Midnight Resistance - Working on an action/puzzler with polygon graphics, The Bonanza Bros. - and Mega Drive licensee Palsot firing out an incredible version of Double Dragon 2: The Revenge. Now it's over to the Nintendo camp to see how they respond...

...The final chapter of the Star Soldier trilogy will soon be played out on the PC Engine in Final Soldier - a killer blast-away that stands above its predecessors...Don't hold your breath for the ultimate annihilation of mankind in Terminator 2: Judgement Day. The \$90 million film is set to open on July 3, with enough fireworks to last through the holidays (including an elaborate nuclear exchange billed in at close to \$10 million alone), but production insiders are hinting that the date might slip...Welcome home troops! The Quatermann and all of his Quatermanniacs were cheering you on - it's good to see you playing real video games again...

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CD-ROM UPGRADES FOR SUPER FAMICOM, MEGA DRIVE, NEO-GEO, TURBOGRAFX-16 AND SUPER NES UPDATES

The video game world is indeed going CD-ROM crazy, with big upgrades planned from all the major system producers. Following up from last month's EG Express, it appears that not only Nintendo and Sega, who have previously been known to be working on CD-ROM technology, but SNK and NEC will have new CD systems or expansion modules that will increase the abilities of their units even more!

The Nintendo Super Famicom CD-ROM now appears to be planned as more of a multi-media device as the Express originally reported. While some game development will undoubtedly be attempted for this device, most of the focus of this device will be towards more advanced uses of the CD-ROM technology. Blending this with a game system may showcase the first real applications of a game machine as something other than a cartridge-driven console.

Sega, meanwhile, is going full thrust for a machine upgrade using CD-ROM technology that will highlight the game playing abilities of the Mega Drive/Genesis even more.



The new Genesis CD-ROM will feature new games with music!



The Nintendo 16-Bit Super NES is still a mystery, but this is one possible way it could look according to artist's renditions!

While the company won't officially acknowledge any real game development for this system, many sources have indicated that the company is in the process of working on several titles, including new CD-ROM versions of several older Sega classics.

SNK, sporting what has to be one of the most powerful consoles available, may be planning on moving into CD-ROM territory as well. While there are rumors from several independent sources pointing a finger at SNK as the next member of the CD-ROM family, no confirmation could be made at press time.

The first member of the CD club, NEC, isn't resting on their laurels either. The company is said to be planning an announcement that their TurboGrafx-16 add-on will now be upgraded with a full two meg of RAM (possibly to counter a

similar move from competitor Sega) and that more attention will be made to the development of full-motion video. This technique, which is employed to some extent in their new Sherlock Holmes games, still needs some refinement, but does boast much potential.

Potential is the key word for CD-ROM. As a bona fide medium for gaming, it has shown off its above-average abilities, but failed to attract a wide audience of supporters at the manufacturing level. It is difficult to invest in software with a limited audience, when a similar investment in time and money can yield a consumer base that is 10,000 times greater.

Throw in the upcoming introduction of the Nintendo Super NES and you have a crowded market for upscale machines, but one that is sure to offer plenty of fun.

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GAME OF THE YEAR 1991

ELECTRONIC
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This game pak is now with the Game Boy
Complete Video Game System



INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Great new shooter for the Famicom, EGM previews the awesome Ninja Gaiden 3

Hot-B of Japan/ Famicom OVER HORIZON

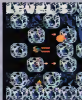
Blasting its way onto Nintendo screens across Japan, comes Hot-B's sizzling new shooter, Over Horizon. Combining better-than-average graphics and sound support with an incredible array of weaponry and play technique, Over Horizon hits its mark with play mechanics that, while not original, do offer a nice twist to an old theme. In addition to powerful Bosses and some cool challenges, Over Horizon also wins an award as one of the few shooters with a built-in edit mode that allows you to tailor your weapons to your own specifications. Over Horizon is a super game with plenty of potential.



Traverse the enemy warehouse and blow your way past booby traps and hidden dangers!

Guide your attack fighter through the deadly garden of evil and its mutated vegetation!

LEVEL 2



In the ice world you must use your guns to break a path through the frozen barriers!

LEVEL 4



A desert world filled with dangers! Watch out for the enemy disguised as harmless boulders!



Visit the edit mode to create homing missiles and other enhancements!



You can select four different weapons systems by collecting power-ups left in the enemy's wake!



Over Horizon features a cast of killer Bosses that fill the screen - but still possess weak spots!



A

Little

Light

Goes

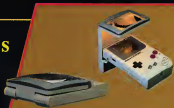
A

Long

Way



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CIRCLE #125 ON READER SERVICE CARD

Tecmo/Famicom NINJA GAIDEN 3

Without a doubt, one of the most popular Nintendo games to ever appear is Tecmo's *Ninja Gaiden*. Along with its sequel, *The Dark Sword of Chaos*, Ninja Ryu Hayabusa and his close friends have helped defeat evil and retail order. In addition to mixing some of the hottest scrolling action with an incredible assortment of weaponry, *GaiDen* successfully continues the saga with story intermissions that are played out in vivid detail. Set for a summer release in Japan, *GaiDen 3* looks to be quite possibly the greatest *GaiDen* of them all!



Spectacular graphics and awesome firepower highlight the latest GaiDen adventure! Master the new martial arts magics!





Ninja Gaiden 3 combines the great game play of the original with new techniques and even more detailed picture intermissions!



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SPECIALS OF THE MONTH	
 Sonic Hodge Hog.....	69 ⁹⁵
 Blue Blink (See More!)	59 ⁹⁵

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- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- Superior graphics
- 5 Levels of difficulty
- 10 Rooms in each level
- Password for continual action
- 13 Magic power-ups

- 1 or 2 players
- 5 rounds in each level
- Random road obstacles
- 3 levels of game play
- Special 2 player rounds
- 6 "Power-up" driving weapons



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CIRCLE #130 ON READER SERVICE CARD.

い! ファミコンでこんなことが
できるのか! あまりに奥が深く、
アツい。あつした僕は、今日
は、成、功、に、加、賀、と、連、日、連、夜
攻、め、ま、く、つ、た。
に、開、け、た、(は、い、つ、と、の、み、い
だけで「信長」の感想文と履歴書を

プレーする気にはならないね。コ
ンピューターの思考時間も「II」の
ほうがずっと短く、おまけにグラ
フィックも美しい。それと、今
回は、その「信長」を、今、こ、れ、は、共
に、開、け、た、(は、い、つ、と、の、み、い
軍を呼び、最大4カ国(2対2ね)
での戦闘が可能になった。史実ど

にかくHEX戦に関しては文句なし
ということで、この「三国志II」
は完全に「信長」を、今、こ、れ、は、共
に、開、け、た、(は、い、つ、と、の、み、い
兵力の差は関係無しに、火計だけ
で戦闘に勝てたじゃない? 今回
皆将タイプの出番はないかってい

それは、値段だ。なぜ
なの? だって? い
に、開、け、た、(は、い、つ、と、の、み、い
が、なんとかしてほし
る。あとは、欲を言え
替えが速いのと、セー
にしてほしいくらい。

PLAY BALL!!

EGM Guides You Through the 16-Bit World of Super Famicom Baseball Games

Sports games have always been a constant favorite among players, providing fans the opportunity to live out their greatest dreams and favorite moments. No matter what sports you like, chances are you can find a video game that attempts to duplicate the same brand of excitement.

Baseball in particular has been faithfully reproduced more than just about any other sport - partly due to the fact that the Japanese love the game. This being the case, you won't be too surprised to learn that there are not one, not two, but THREE games now in development for the Nintendo 16-Bit Super Famicom!

Included among these new releases is Jaleco's first 16-Bit sports entry, called Super Professional Baseball. This game is very similar in style and set-up to their popular Bases Loaded line of NES carts, but the action and look are unmistakably 16-Bit!

Other companies planning to deliver a gaming grand slam are Culture Brain, another leading developer with a baseball title already under their belt. Their Super Famicom entry also takes a cart and super charges it with better graphics, scaling and more!

Rounding out the pack is CBS with Pro Baseball. It takes a more cartoon approach, but still has plenty of thrills.

Baseball fans take heart - the Super Famicom hasn't forgotten you!



JALECO'S SUPER PROFESSIONAL BASEBALL



The action and set-up of Bases Loaded has been captured in 16-Bits!

CULTURE BRAIN'S SUPER ULTRA BASEBALL



SCALING

Super Ultra Baseball expands upon Culture Brain's earlier hit NES game by incorporating true 16-Bit graphics into the larger-than-life play!



CBS/SONY'S PRO BASEBALL GAME LEAGUE

CBS/Sony Group's Pro Baseball Game League takes a more comical approach to the action, but retains the basics of the game!



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BACK TO BACK

Excitement



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- Screen moves as Boomer does
- 8 challenging worlds

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Boomer's Adventure *in* ASMIK World

BEHIND THE SCREENS AT ACCOLADE SOFTWARE

"GOING BALLISTIC WITH HIGH END VIDEOGAMING"

Where do video games come from?

Accolade Software has been around for a while in terms of entertainment software longevity. In fact, the founding members of the company originally came from Activision, a company that began back in the old Atari 2600 days. With that much experience, Accolade knows how to produce successful electronic games.

Although Accolade has concentrated their game development towards home computers like the IBM PC and PC compatibles, the Commodore Amiga and C-64 in the past, they are recognizing the growing numbers of 8 and 16-bit game machine owners like those who own the Sega Genesis and NEC TurboGrafx. On the Genesis, Accolade got their feet wet with their release of *Ishido, The Way of Stones*. For the TurboGrafx, their first release

was Jack Nicklaus' *Turbo Golf*. These initial releases were tests to see how well Accolade could sell their ideas to the game machine aficionado. These games already discovered success on the computer, and it was interesting for Accolade to see the enthusiasm Genesis and TurboGrafx owners had for Accolade's ideas.

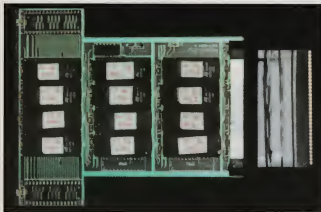
Through this growth phase, Accolade discovered that the Genesis market would be a prime target for a bold new direction - the first 12 megabit Genesis game! *Star Control* had already proved its tremendous success on the IBM and Amiga computer platforms, yet it required a large amount of memory storage to run on those machines. Rather than cut corners and take away from the program's expansiveness, Accolade decided instead to accommodate the game's requirements by adding mem-



Accolade enters the cartridge-based videogaming market in a big way with its new label - Ballistic

ory chips to the cartridge. There was one compromise, however. In order to keep the price of the cartridge competitive, Accolade decided against a battery option. Thus, the only difference between the computer version and the Genesis version of *Star Control* is that the player cannot save his progress, nor is there a scenario editor in the Genesis version. To make up for these deficiencies, Accolade has added digitized sounds effects and an additional 6 scenarios exclusively for the Genesis version.

Now that Accolade had a historical first ready for the Genesis, they wanted to give a recognizable name to all future products of this high calibre of gaming quantity and quality. The new name for future Accolade cartridge-based products was chosen as Ballistic. According to Jeff Hoff, Accolade's marketing manager, "We had already developed a wealth of games for the computer market that we knew would find their way to the videogame market. We are prepar-



A pre-production copy of the 12-meg *Star Control* game. Big, isn't it?

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ing several titles now which have enjoyed great success in the computer formats in the U.S. and Europe. It is the intention of the Ballistic line not only to convert past successes on the computer formats to the 16-bit videogame formats, but to design totally new games for the cartridge market as well."

How difficult is it to port computer games into videogames? Obviously, the Genesis, TurboGrafx and even the new Super Famicom don't have keyboards, so many of the keystrokes required in computer games are reworked into on-screen menu selections. But if the code is portable, that is, easy to translate from one machine to another, then the time is relatively quick. It took Paul Reiche III, Robert Leyland and Fred Ford, the designers of Star Control, 4 1/2 months to convert the C language code from the Amiga computer to the Genesis. "The biggest change we had to make was the color palette selection," informs Paul. "The colors available on the Genesis don't match up exactly to those we used in the IBM and Amiga computer versions." Comparing the computer version to the Genesis version, it's pretty hard to tell the difference between the two.

When asked about the migration of videogamers to computers and computer gamers to videogames, Jeff had this insightful observation to share. "I think most people who prefer to play videogames would rather buy a Sega Genesis or NEC TurboGrafx versus a computer because of the cost. To play computer games the way the designers intended the gaming experience to be, you need a high speed computer with additional graphic and sound boards that can make the cost of playing a computer game exceed the \$2000 range. What the Genesis and other 16-bit game systems offer are the same and in most cases superior sound and graphic manipulation for less than \$200 dollars!"

What's next for the Ballistic label? "We are registered developers for Nintendo's Super Famicom, and we're working on a few titles for that machine now," mentions Jeff. He continues, "As for the Genesis, we're looking to release Hardball, Onslaught and Turrican shortly, and we're thinking about a driving game, perhaps something similar to our Test Drive series on the computer format." Looks like Ballistic will be flying high in the cartridge videogame market!



A comparison between an Amiga computer screen and the Sega Genesis screen in Accolade's/Ballistic's Star Control. Can you tell the difference?



So is that blue-hooded hell raiser, Cobra Commander.* But you can help squash this terrorist and his boys, with the new G.I. Joe Video Game for the Nintendo. Your mission: lead Snake Eyes, Blizzard, Duke, Captain Grid-Iron and Rock & Roll in do-or-die combat against Cobra Commander and the COBRA* forces.

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TAXAN



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NEXT WAVE

American Gladiators, Lolo 3, Ultimate Journey, Batman, Bo Jackson Baseball, Twin Cobra, Sneaky Snake, Maru's Mission, Solomon's Club, Trax, Castellan, Triumph

NEW SOFT NEWS

Looks like there will indeed be a great variety of better-than average softs coming our way this summer, no matter which system you own. The Nintendo will be graced with slick productions like Battletoads and S.C.A.T., the Genesis will finally greet Sonic, and the Super NES is sure to sport some terrific titles! Some of the hottest games we've seen in our trips include Ninja GaiDen 3 for the NES, Strider 2 on the Lynx and Turbo Out Run for the Genesis! Other big surprises include the long-anticipated defection of several prominent NES licensees over to the Genesis camp, led by Sunsoft with their upcoming Batman game. This title has become legendary in the Japanese mail-order circuits, and its success is expected to continue!

MENU

Nintendo

Sega

TurboGrafx

Genesis

GameBoy

Lynx

Game Gear

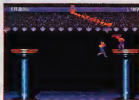
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Arcade

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Game Tek/Nintendo

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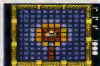
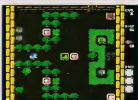
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LOLO 3
Hal America/Nintendo



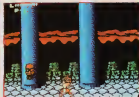
Lolo returns with his partner who he saved in Lolo 3, that of course being Lala! Lolo 3 offers more puzzles to solve, more lands to explore and one evil being to conquer. You see, the land of Lolo is in great peril, for the evil wizard has frozen all the inhabitants and only Lolo and Lala can help break the wizard's spell. If you were a fan of the first two Lolo games, you're sure to enjoy the tricky situations that need your deductive skills to solve. For those unfamiliar with Lolo's past successes, this game is similar to Chip's Challenge on the Lynx or Boxxel for the NES. Brain-teasing block pushing has never been so entertaining - and thanks to Lolo's clever design, you get to tax a lot more than just your brain in this one!



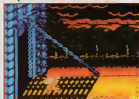
Quick, turn the page!

ULTIMATE JOURNEY

Banda/ NES



Change shape to increase your chance of survival.



You are a brave indian warrior named Mojavo. You must attempt the ultimate journey and travel across the land to the top of Outcast Mountain to the evil Wrathkon's castle. There you must rescue Haypavo and prevent the creation of the dominator. Along the way you will find power-ups to help you battle the menacing bosses at the end of each area. Magic powers enable you to transform into eagles, sharks and other animals. A new adventure with a totally original theme.



Fight many menacing end bosses!



BO JACKSON BASEBALL

Data East/ NES



Well everybody knows that Bo knows baseball, but now Bo knows Nintendo too. Bo Jackson Baseball is a new baseball simulation from Data East that will teach you about baseball as well as play a pretty good game. Great graphics and a variety of options give you the feeling of being out on the field. Plenty of cinemas and an awesome halftime show are just some of the enhancements you'll find.



You just missed him!

BATMAN
Sunsoft/Genesis



The Streets of Gotham City



The Axis Chemical Factory

Yes, Batman for the Genesis, the American version, is coming soon! If you've been waiting for this one to arrive, you needn't wait much longer. Batman takes the best parts of the motion picture and beautifully portrays them on the screen. You'll control Batman on the streets of Gotham City, in the Axis Chemical Factory and in the Flugelheim Museum. You'll pilot the Batwing over Gotham City knocking down the dreaded gas-filled Joker balloons. Finally, you'll confront the Joker himself high above the city in the ancient Gotham Cathedral. It's your chance to help Batman rid the streets of crime and put the Joker in his place once and for all!



The Flugelheim Museum



The Gotham Cathedral



TWIN COBRA Sega of America/ Genesis



Use the Mega Bombs to destroy everything on the screen when the going gets tough.

The arcade classic Twin Cobra is coming to the Genesis. This vertical shooter famous for challenging veteran players has been translated pixel for pixel with almost nothing lost. All four power-ups are there as well as the super destructive Mega Bomb. Great graphics and sound and super challenging game play that will give even the best gamers a run for their money. Twin Cobra is a welcome addition to the Genesis library and will be out sometime in May 1991.



Four awesome weapons are at your disposal just like in the arcade classic from shooter developer Toaplan.

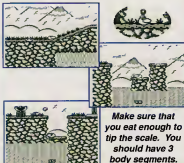


You have to be faster than that!

SNEAKY SNAKE

Tradewest/GameBoy

A very cute, original game from Tradewest. You must go about the land finding creatures and power-ups to munch. Eat enough so that you will tip the scale then go on to the next level.



Make sure that you eat enough to tip the scale. You should have 3 body segments.

MARU'S MISSION

Jaleco/GameBoy

A new ninja action game from Jaleco that features side-scrolling action and role-play with confrontations with big end bosses and cool special effects. New weapons are given at the end of each round.



Great ninja action for the GameBoy brought to you by Jaleco.



SOLOMAN'S CLUB

Tecmo/GameBoy

Soloman's Key was a favorite among many of the earliest Nintendo users and now Tecmo has captured the spirit of the original puzzle game for the GameBoy. Solve the puzzles, get the key and escape!



Avoid the different enemies that lay in your path, use your magic and collect bonus points! You must reach the key and then the door if you are to make it out alive!



TRAX

Hal America/GameBoy

Trax is an entertaining two-way scrolling shoot 'em up offering GameBoy players 8 way shooting with many different power-ups. Mid-level and end-level bosses are impressively large and challenging to beat.

Whether you move left or right, up or down, enemies will be waiting for you.



Mega-size bosses await you both at mid-level and end-level!



Okay, who's the wiseguy that hit pause!

Sonic The Hedgehog is coming soon. He's the fastest video character you've ever laid eyes on. And he's only available on the 16-bit Sega Genesis system. If you want to catch him you'd better hurry. He's going to be moving incredibly fast.

**SEGA
GENESIS**

CASTELIAN Triffix/ GameBoy

Like the version for the NES, Castelian for the GameBoy features the same tower climbing and alien conquering game play. Scale the tower walls while looking out for alien beings trying to bump you off, literally!

Carefully climb each of the 8 towers to reach the top and detonate the D-Bombs!



After conquering one tower, step right up for another climb!



TRIUMPH Hudson Soft/ GameBoy

You are a king seeking out the land for a battle of wits, competing against either a human or computer opponent. Triumph is similar to chess in that each piece on the board has rules of movement. Your move!



There are 25 castles to visit, after which you can build your own with the game's built-in editor. You can also practice the castles in any sequence. Put on your thinking cap!



TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

MICKEY MOUSE: CASTLE OF ILLUSION

(Sega/ Genesis)

Secret Bonus Rooms - Throughout this fantastic game there are many hidden rooms in which Mickey can find power-ups, extra lives, and energy refills. To find these secret rooms just follow the directions below for each of the levels shown.

Ho Wei Wong
Wilmington DE

LEVEL 1-2



Go to the cliff by the 4th rope and drop off the left side while holding to the right and you'll get ten apples!

LEVEL 1-4



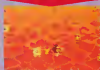
Jump into the hole by the 5th tree and walk to the left through the rocks to find a room with a free mouse and 2 stars.

LEVEL 3-1



Go into the first hole you come to and again walk to the left through the rocks to get a free mouse, 10 apples and 3 stars.

LEVEL 4-3

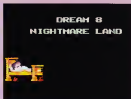


When you find a tea cup just jump in for a swim and you'll find all types of power-ups. Be careful of the sugar cubes.

LITTLE NEMO: THE DREAM MASTER

(Capcom/ Nintendo)

Dream Select Mode - To select any dream adventure in this great action game from Capcom all you have to do is press U, SELECT, L, R, A, A, B, at the title screen. The screen will say "Dream Select" then just hit the A button 1 less time than the level you want to start on. For example for level 8 press A button 7 times.



At the title U, SELECT, L, R, A, A, B, then hit A one less time than the level you want to go to.



FUN FOR KIDS OF ALL AGES



2 PLAYER

If your idea of fun is blasting your way through endless armies of fierce enemies from the past, present, and future, then **GAIN GROUND** is your game. Choose three warriors from an elite group of twenty, all with different weapons and

capabilities, to venture into this strange and deadly world of war simulation gone berserk, where helpless captives await rescue. Team up with a friend and hit the battlefield... Young, old, or in-between, everyone can be a hero in **GAIN GROUND**.

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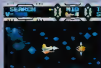
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**G
A
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D**

GAIARES

(Renovation/Genesis)

Ultimate Weapon - To get the ultimate weapon in this incredible shooter simply shoot out your TOZ unit 6 times before capturing an enemy ship at the beginning of the first stage. Now you have the heat seeking T-Braster, the ultimate weapon!



SILVER SURFER

(Arcadia/ Nintendo)

Super Power-Up Code - To get full power shots and a special option-like weapon just hit UP on both controllers to enter the password screen and type in CKWJ74.



James Lorenz
Castilla, OH



AERO BLASTERS

(NEC/ TurboGrafx-16)

Sound Test and Credit Booster - To get a sound test on this intense blast'emup just tap RIGHT and SELECT at the title screen. To boost your number of continues to 9, just tap RIGHT and SELECT once more when you're in the sound test.



TEENAGE MUTANT NINJA TURTLES 2

(Konami/ Nintendo)

Start with 10 Turtles - To start the game with 10 Turtles at the title screen press UP, RIGHT twice, DOWN three times, LEFT four times, B, A, then START. Oh by the way, we hope you liked our April Fools trick last month and say hello to Simon and his buddy A. P. Riphuuls (April fools) for us. Sorry if you were out your controller on that one and don't send it in to the other game mags, they might print it!

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ROBOCOP 2

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OLD DETROIT IS UNDER SIEGE!

A new drug, Nuke, is infesting the streets of Old Detroit, and only RoboCop can rid the city of its menace! Based on the motion picture of the same name, RoboCop 2 from Data East puts you in RoboCop's cybernetic body, ready for action! Your mission: crush all of the Nuke throughout the city; arrest the drug pushers, oust the drug lord Cain, and destroy the berserk RoboCop 2 in an intense showdown!

Starting by the riverfront, RoboCop learns of a secret Nuke factory in the vicinity. Help RoboCop demolish the factory and put the pushers out of business. Each level has a supply of Nuke lying in various places for RoboCop to destroy. Also on each level is a number of pushers and druggies that RoboCop must arrest. Don't shoot them! Each level is progressively difficult and should challenge even the best players. Fight your way to the Civic Centrum Complex for the final match up between RoboCop and RoboCop 2!!

RoboCop can pick up special weapons on each level as well. He can find an armor-piercing gun, a triple shot gun, and a vertical shot gun. Each weapon will help RoboCop complete the level they are found in. Each weapon has only 10 to 15 shots so use them sparingly! The first challenge, however, is to master the movements of RoboCop. He tends to slide and needs to gain momentum to jump because of this heavy body. Practice on Level One!!



This thug appears throughout the game. He's easy to thwart, but don't let him get too close; his karate chops and kicks can damage even RoboCop's metal body! He can be brought down with only one shot.

Appearing mainly in the River Rouge levels, the thug with the bullet-proof vest can handle two shots before he falls. His kicks are powerful too. Hit him early or he'll get too close to shoot him. Use the armor gun on him.



ROBOCOP

ROBOCOP II



ORION

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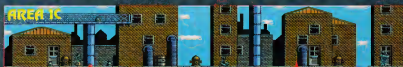
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RIVER ROUGE - AREA 1

A secret nuke factory has been discovered! Robocop must destroy all of the nuke and arrest the nuke pushers in the area. The power up weapon is an armor-piercing machine gun that will stop the thugs cold! Beware the thugs hiding under manholes, and don't jump over any hazards unless you have cleared out any enemies first. If you are hit in mid-air, you will drop like a stone! This is the level to become used to the movements of Robocop.



THE SECRET NUKE FACTORY!

The Nuke factory is hidden underneath the streets of the city. Use the above map to locate it. Once inside, destroy all of the Nuke hidden within! Don't worry if you fail because you'll only end up on the streets again, near the end of the level. No enemies or hazards are in the factory complex, so go nuts!



CALIBRATION TIME!!

Don't worry! Even if you don't destroy enough nuke or arrest enough criminals, you can still advance to the next level. Just complete the shooting range scene and you'll proceed.



RIVER ROUGE - AREA 2

This area is much more difficult than the first. Featuring many more hazards like turning gears, electric beams, pile drivers, and treacherous falls, this level will not be mastered easily. Moving platforms are also on this level, so critical timing is a must! Your main priority should be to make the jumps carefully and not worry about Nuke or arrests. The shooting range is easy enough to complete if you don't crush Nuke or arrest anyone. The next level is even harder, so be ready!

THANK YOU FOR YOUR COOPERATION...



Here is the hostage from area two. Due to the difficulty of this level, don't give him a second thought. Only rescue him if it's convenient and safe. He's not worth it.

AREA 2



NUKE

Drugs, the shame of society, are everywhere. Nuke is the first low-cost, quick high, instantly addictive drug to hit the black market. RoboCop is prepared to stop Nuke from hitting the streets of Old Detroit. Can you help him destroy Nuke production, arrest Cain, and eliminate RoboCop 2, the murderous OCP robot? Even though the odds are against you, only you can stop the danger and return peace to the city. Remember, drugs are for losers!!!



RIVER ROUGE - AREA 3

Finally, the last section of the River Rouge Mission! This is the first area that utilizes the jet platform. This level also features tractor magnets that will pick up RoboCop and dump him after a certain distance. Avoid the first one because it will drop you over nothing. The second magnet will deposit you safely on a ledge. Otherwise, this level offers the same hazards as the previous area. Keep an eye out for the secret bonus room hidden on this level! Use the supplied maps to guide you to the area entrance; it's hidden between the first two electric beams. After completing this level, you will proceed to the next stage - a new Nuke factory built by Cain!

AREA 3



NOT MUCH NEW HERE...

This level isn't really much different than area two. The main difference is the level of intensity is much harder to play.



One big change is the introduction of the tractor magnets. These magnets can either be hazards or necessary. Avoid the first one and use the second one unless you like to fall.



is much harder to play.



The people are the same as level two and are much easier to rescue. Try to get them all on this level. Use the jet platform to access hard to reach areas, including the secret area!

get them all on this level. Use the jet platform to access hard to reach areas, including the secret area!

DANGER IS EVERYWHERE!!



The piledriver won't smash you if you keep moving. The bricks are different to warn you of the danger.



The turning gears are fatal to the touch. They'll grind Robocop into metal dust if you aren't careful.



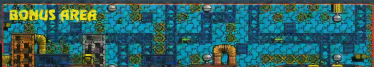
Critical timing is a must for the electrical beams. The pattern will become obvious if you study the beams.



These moving platforms are your means of transportation in part of this level. Use them wisely.



BONUS AREA



ANOTHER SECRET ROOM!!

This Nuke-laden room will provide an excellent challenge to complete. The spinning gears are everywhere, and the electrical beams flash back and forth constantly. Don't worry about getting hit in this room because it won't kill you, but it will send you back to the original area. If you want to get 60% of the Nuke or more, you had better investigate this area carefully.



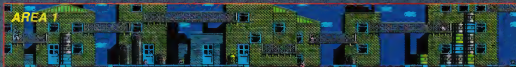
ROBOCOP



2



AREA 1



SLUDGE PLANT - AREA 1

Cain and his cronies have set up a new, larger, and more deadly Nuke factory in the OCP Sludge Plant! Robocop must apprehend the scum behind it all and take down Cain once and for all! Area One places Robocop outside the sludge plant, so he must fight his way in. Along the way he can find a secret Nuke storage facility hidden beneath the streets. Use the map to locate this bonus area. A few new thugs and obstacles will attempt to stop Robocop in this area, like the Roller! Thugs will spring out of windows and water to shoot Robocop as he closes in, so keep a wary eye out for them! The key to completing this level is patience rather than sheer power. Don't worry about your power levels because half-way through the level you will be awarded a chance to get two battery canisters near the secret storage facility. Concentrate on reaching these batteries, and you'll finish the level without hassles. Also helpful is the vertical gun power up located near the beginning of the round. This gun will take out the annoying enemies that lurk in the water. Without the vertical gun you will have to time Robocop's jumps so that the bullets don't hit him. If they do, it's curtains for Robocop! Once again, watch out for the Rollers. They only come out near ledges on this level, so approach them with care. Remember, patience is the key to survival here! Lastly, don't forget to arrest the pushers of this area since they are not hard to spot and rarely appear in hard to reach places.



AREA 2



SLUDGE PLANT - AREA 2

Finally, Robocop is inside the sludge plant! These creeps will never learn that Robocop is unstoppable! Once in this area, prepare to face all new dangers and enemies. The only familiar danger is falling. Otherwise, this level is a whole different ballgame. This level features toxic hurricanes, nuclear footballs, springboards, and the rolling platform! Another hidden area is here as well. Once the round begins, move to the left immediately. Robocop will access the computer link and attempt to recover his memory of Alex Murphy. If you are able to help Robocop remember Murphy, you will awarded ONE MILLION bonus points and two extra Robocops! These extra men will come in handy on upcoming levels. The major challenges to this level are learning how to utilize the springboards and the rolling platforms. The rest of the level is a piece of cake.



ACCESS THE MEMORY BANKS!!

Unscramble the picture of Alex Murphy and you will get an awesome reward!!

ARREST THIS DUDE!

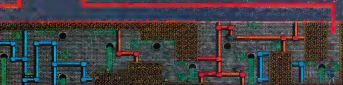
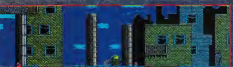


Now, here is one smart criminal! At least he's giving himself up. Arrest the waving men throughout the level. Remember you need 60% of them to advance to the next area of the plant.

CHECK OUT THE FATBOY!



This dude has a nasty temper (and appetite)! One touch from him and Robocop is done for!! He carries a big gun too. Two hits will get him.



THE SECRET NUKE STORAGE FACILITY!!

All right!! You found the Nuke stored below the city, but it won't be easy smashing it. Robocop will have to use the moving platforms a lot to reach the Nuke in this area. Since the movements of Robocop are faster and more unpredictable underneath the city (must be the sludge), go slowly and you'll be able to get all the Nuke. Of course, this is just a bonus area, and if you fail you will merely reappear at the storage facility's exit at the topside area. Unfortunately, you'll never get 60% of the Nuke unless you manage to get a good portion of the underground supply. Go Robo!!



WATER TANK



WOMEN IN IRON



ROLLERS



VERTICAL GUN



ALL NEW HAZARDS!!

The first new obstacles to pass are the corrosive acid drops falling from the ceiling. After these, Robocop will face the nuclear football that quickly floats to the ceiling. One touch is fatal to Robocop, disrupting his delicate electrical systems. Next, avoid the toxic hurricanes floating in depths of the Nuke vats. These are likewise deadly. Meanwhile, master the techniques involved with the springboards. Many times, the springboard will cause you to land on a hazard. Lastly, avoid the moving platforms while guiding your own platform through the maze of tracks.



ROBOCOP 2





NUKE HEADQUARTERS - AREA 1

Now that you've blasted through the sludge plant entrance, you must guide Robocop to the Nuke headquarters inside. This section of the game is very similar to Area One of the Sludge Plant level. The hazards are the same, except that the road itself is treacherous! This area requires a lot of critical jumps, timed exactly, to complete it. The rollers can give you plenty of problems since they don't just roll into holes. Also, they can come out when you stand in a certain area. Try and

get the triple shot weapon at the beginning of the area. It will help get rid of the troublesome

water thugs and the thugs in the windows. Look for the Invincibility Icon

towards the middle of the area. Another point of interest here is the bonus shooting range located near the end of the round.



**PRIME DIRECTIVE:
UPHOLD THE LAW**



TRIPLE SHOT GUN

Retrieve the Triple Shot Gun early in the first area of the Nuke Headquarters. The water thugs are impossible to wipe out without it. Be careful, though; a roller will attempt to flatten you soon after you get the icon in the corner. Move back onto the barrels immediately! If you don't get the Triple Shot Gun, the roller won't appear.



NUKE HEADQUARTERS - AREA 2

Now Robocop is deep within the Nuke Headquarters. He only needs to slip past the remaining defenses and he will be able to catch up to the drug lord, Cain. Although this level resembles the second area of the Sludge Plant, it is much more difficult and has a different layout (Just the enemies are the same). One new addition to this area is the grappling hook. The grappling hook operates similar to the tractor magnet, but you can control when you are released from this mechanism. Be sharp!



THIS GUY LOOKS FAMILIAR...

Yep! We've apprehended this guy before, but not under this kind of pressure! Arrest him only if it's safe to do so. Don't take any unnecessary risks if you don't have to! Cain is nearby, so concentrate on reaching him, and waste no time finishing this area.

1 MARK 04255200 2 CHRIS 03472100
3 STEVE 02050000 4 JIMMY 01520500
5 GARY 01017000 6 JIMMY 00758700
7 BILL 00500000 8 TED 00248400
A HIGH SCORE!!
ABCDEF GHIJ KLMNOPQRSTU VWXYZ



BONUS AREA

Whew! Time to take a break from all this action! Grab some easy bonus points in the shooting range.

TEMPORARY INVINCIBILITY!

This power up really comes in handy for these tight situations. The invincibility is only temporary and lasts for about five seconds. This is just enough time to avoid a treacherous jump over a roller and arrest target. Don't delly! The effects wear off soon, and danger is all around you! This is the only location where the temporary invincibility exists throughout the entire incredible game. How unfortunate.



GRAPPLING HOOK

The grappling hooks will carry Robocop a certain distance, then let go. Unlike the magnets, you can force yourself to fall at any point once you are grabbed. This allows you to utilize the hooks as a feasible means of transportation. These mechanisms can be fatal, however. The grappling could drop Robocop over a pit. Or, on the other hand, it could ram Robocop into an enemy with a deadly touch. Without the introduction of the grappling hook, this area is almost exactly the same as Area Two of the Sludge Plant. Just like that area, you will have to navigate a rolling platform track, but this time, it's much harder! You will have to time the movements of the platform just right or you'll be knocked off end into the darkness. If you are diligent enough, you will be able to face off against Cain, the drug lord of Old Detroit!



NAIL THIS CREEPY!

In the first area of the Nuke Headquarters, you may concentrate a little on arresting these bad guys. Things should move slowly enough so you can obtain 60% of the maximum arrests. These pushers don't move very quickly and are very easy to spot. Prove that crime doesn't pay!



THESE GUYS PLAY DIRTY!!

Unbelievable! These dudes don't know the meaning of the word fair, only win! They will stoop to any trick or deception to stop your advances from continuing. The most annoying enemy is the water thug. His bullets will make you fall straight into the water because they stop you mid-jump.



CAIN AT LAST!!

Yes!! After five rounds of chesing, you've caught up to Cain, the drug lord. Grab the batteries quickly, then wait on the platform for Cain to leave, and you'll win! Or try to punch him out for big points.

FLOOR 1

CIVIC CENTRUM - 1ST FLOOR

Now that Cain is gone (or is he?), Robocop must clean out the Civic Centrum which has become infested with Nuke and stray goons. Reports of gunfire on the roof alerted Robocop to the disturbance, so he must act accordingly. Fair warning, however, the Civic Centrum Security Defenses have been activated! In short, every automated system is operational and ready to rock-and-roll your steel ally behind back to the calibration tables!!! If you've ever wanted a challenge, this is it!! Each of the last five levels will provide more than enough problems for most players.

The first floor features a lot of precarious jumps from moving platforms. Beware the killer robot ED 209 as well!!!

DON'T GIVE UP!!



CAIN LEFT BEHIND SOME HOSTAGES!

This girl may be crying, but she's still in grave danger. Rescue her quickly before she gets gunned down by stray artillery fire. Some of these babies are being protected by ED 209, the killer robot from the first Robocop installment. He isn't that difficult to beat here, especially if you managed to obtain the armor piercing shot gun. **MOVE FAST!**

FLOOR 2

FLOOR SMASHER

Yikes!! The Floor Smashers are usually placed in a spot you need to jump from. Look for the smasher before you decide to stop and time a jump. On the second floor, a smasher is located near the end of the round, without any ledges nearby. This means you will have to jump immediately after reaching it. Go for it!!

ROBOCOP 2





ED 209

This robot doesn't stand a chance against the new improved Robocop! In fact one shot from the armor piercing shot gun will put him away permanently!!



BIG GUNS!!

These little terrors (little?) will blow you away if you don't anticipate their fire. This is because they can shoot you before they appear onscreen, so move quickly so you can see them before they fire.



CRAWLER

The crawlers have armor just as strong as ED 209's but it doesn't shoot, it merely crawls. The armor piercing shot gun is just as effective.



MAGNETS

The magnets will keep you from firing or jumping, but you can move.



CIVIC CENTRUM - 2ND FLOOR

The second floor of the Civic Centrum features almost the same security devices as the first floor. Use the moving platforms to get around, and watch out for the big guns and ED 209. The big guns are placed in devious locations throughout the level. They can begin shooting before you see them. Learning their locations will be the key to your survival on the second floor. ED 209 is merely a nuisance which slows you down. Beware the smashers on the floor; they will attempt to crush Robocop on the ceiling!! Keep a wary eye out for the OCP Strongholds throughout the Civic Centrum, although most are extremely difficult to reach.



STOP WHINING...

This lady never stops crying!! Somebody rescue her quick! Now, if Cain knew how to treat his girlfriends they might not be crying...



WELL DONE!

FLOOR 3

CIVIC CENTRUM - FLOOR 3

Ugh! After that wild ride from Floors One and Two, Robocop could use a rest! Sorry, Robocop, but there's a serious matter at hand here! All new defense mechanisms await Robocop in this level. The reverse fields will change the polarity of Robocop's movements, altering his electronic impulses so that he moves left instead of right, and vice versa. These will give you the most problems. Another new mechanism is the "rocket magnet." This magnet has a rocket attached to it so it can speed along. If it touches Robocop, it will carry him to the end of the level and jolt him with electricity to fry him. You might as well enjoy the ride because Robocop can't break free from this grip of doom!! Some of the minor nuisances are the Trapjaws, flying robots, and wall guns. The trapjaws spring from the floor like bear traps but move slowly. The flying robots are just an annoyance to be shot if they get too close. The wall guns are a little more serious threat, only because they can't stop Robocop mid-jump. Again, the largest danger is falling off the platforms, so move carefully and patiently.



THE BRAIN OF CAIN!!

Gruesome sight, huh? It would appear that the wackos at OCP laboratories are going to put the brain of Cain into a newer, tougher, and all-around better version of Robocop, dubbed Robocop 2!! Stop them by crushing the brain canister targets (at least 60%). Don't let us down!

O
C
P

FLOOR 4



**ALL IN A
DAY'S
WORK...**

**PRESS START
PLAYER 1**



INSTRUMENTS OF DESTRUCTION!!

The defenses have gotten a little stronger! These game manglers will put you away quickly unless you know their location and movements.



CIVIC CENTRUM - FLOOR 4

Finally! The last floor of the Civic Centrum before you reach the rooftop is the largest challenge yet. Although it appears to be no more than a copy of Floor Three, Floor Four is much more intense and thrilling. The challenges here are nearly insurmountable, but as Robocop, you must prevail!! Fight to the end and you will only have one area left before the confrontation with Robocop 2!!



MORE BRAINS TO GO AROUND...

These brains are still everywhere! Crush them all in an attempt to thwart OCP's plans to use it in Robocop 2.



NEW OBSTACLES FOR THE MOST CHALLENGING LEVEL YET!!



FOOT SOLDIERS!!

The Foot Soldiers are agile and deadly. They will drain most of your energy in the blink of an eye, either with their guns or devastating jump kicks and punches. Most of them appear near critical jumps. These soldiers also tend to show up as you approach the arrest targets.



POWER BALLS!!

Power Balls deliver a destructive blow to Robocop's circuitry! These things can really pack a wallop! These mechanisms only appear in two areas of the round, and if you know their location, you can run past them and miss them completely. The balls only appear if you stall for an instant.



PARACHUTE BOMBS!!

Parachute Bombs are more of an annoyance than a real threat. They can disrupt Robocop's jumps, though, so look before you leap! These weak hazards can be destroyed by one gun shot. You'll tend to see them when a critical jump is required or when an enemy is closing in.



FLAMES!!

These flames fire along a certain pattern, similar to the electrical beams. The flames will cause an unbelievable amount of damage to Robocop if he stays underneath them too long. Lacking any form of movement, however, the flames are relatively easy to dodge or avoid altogether.



INTENSE!!

The colors appear to jump out of the screen! Along with the vibrant graphics, the dangers are much more formidable, and you will probably run out of energy before you reach a battery tank.





CIVIC CENTRUM ROOFTOP

At last, the rooftop! Getting to the roof isn't nearly as bad as surviving the rooftop defenses. The roof is heavily guarded against any sort of attack. All forms of defense are powerful, swift, and hard to defend against, unless you already are familiar with the security design. On the roof, you will meet up with the vicious footsoldiers and deadly powerbells! You will need to weave between the parachute bombs and race through the searing flames! Meanwhile, you still need to find and arrest 60% of the criminals, and destroy 60% of the Nuke. Actually, the best chance you will have to finish this level is to not worry about the pushers hanging from the wells or the Nuke. The danger here is too great, and the price is too high to risk losing it all to avoid playing the shooting range calibration. This level is the longest of them all, so if you feel trying too reach a criminal or Nuke bottle, you will have to start all over at the rooftop entrance! Too bad, you should have listened!! Anyway, be patient in the area without powerballs. RoboCop mustn't slow down in those areas, or he'll get pummeled from below! The powerballs can really severely damage RoboCop too! Otherwise be cautious and alert; the foot soldiers like to run out of RoboCop near jumps and critical areas, so be ready to fire in an instant!! Once you learn the location of the dangers, this level will still remain challenging because so many hazards are in this area that the odds of a perfect round are next to nothing!! Most likely, you will become frustrated with the difficulty of this level, but it is merely preparing you for the ultimate challenge - destroying RoboCop 2 immediately after this area! So, if you think this area is hard, just wait until you face the monstrosity and ferocity of the final boss!!!



FORGET IT!

As much as you'd like to help this poor pusher, you have enough to worry about with all the incredible dangers ahead. If you try to save and arrest the pushers, you will end up roasted by flames, felling, disrupted, or kerete-chopped! Nuke shouldn't be a problem because it is strategically located in areas where you need to step anyway, so don't worry about it either. Just keep focused on the tasks at hand, which should be getting out of this level fast!

ORION

**HAVE
A NICE
DAY...**



THE FINAL CONFRONTATION WITH ROBOCOP 2!!!

This is it! You've blasted through 12 different areas with determination, and now you must face off against a destructive man-killing machine with an arsenal that would put the Army to shame! Armed with your pea shooter, you must defeat Robocop 2 a total of three different times before he will finally go down permanently. Each time you face Robocop 2, the pattern of his fire will change, and his weaponry will actually improve! Don't fret, however, though he gets all of his hit points back, you will receive 60 hit points yourself. Only the best players will defeat Robocop 2 all three times, so don't get frustrated if you don't defeat him quickly. Nobody could.



This huge bullet will do four hit points of damage. It hits high and low. Duck quick!



The fireballs don't appear the first time you fight Robocop 2. Duck to avoid them.



The air bombs do four units of damage each hit. To dodge, move right or left.



The gun fire is insignificant until the third match. Jump when he rushes you then.



Robocop 2 is deadly without weapons! One touch drains your energy quickly!

TRY NOT TO MISS THESE POWERFUL WEAPONS AND ITEMS!!



NUKE

Drugs are only for wimps! Drugs are a cop-out on life itself. Help Robocop destroy this menace!!



VERTICAL SHOTS

The Vertical Shot Gun is only found on one level. Use it to get rid of the water thugs.



BATTERY

The battery tank will replenish 10 energy units of health. You can grab as many as you can reach.



ARMOR PIERCING SHOTS

Nothing can withstand more than one hit from this all-powerful gun!!



INVINCIBILITY

This impervious icon is only found once throughout the game, so whatever you do, don't miss it!



TRIPLE SHOTS

The triple shots are also found in only one level, and are also used against the water thugs mainly.

GIMME' THE WORKS!



Today's Special: **Flame-broiled burgers piled high with all the works.** Peter Pepper, the burger chef is stacking these sizzling, mouth watering burgers with all the trimmings. But the grill is smoking from

the annoying food fiends – Mr. Egg, Mr. Wiener and Mr. Pickle—who are trying to slow down production. It's food flingin' fun for you and a friend with **BurgerTime Deluxe**, new from Data East.



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CIRCLE #116 ON READER SERVICE CARD.



USA: All's well at the dojo until Maron is kidnapped.



JAPAN: Something mysterious is happening in the Land of the Rising Sun.



NEW CHARACTERS: Once defeated, your bitter enemies join your quest.



CHINA: It's a world-wide thriller as you search for Maron and the Sacred Stones.



ITALY: Only your all-new martial arts moves can conquer the gladiators.



EGYPT: Finally, you'll confront the Curse of the Pharaohs.

TWICE THE CHARACTERS, THREE TIMES THE ACTION!

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Anybody want to take on these TV Pythoners?



OUT-OF-THE-RING MAYHEM!
Watch out for a powerslam!



TURNBUCKLE TURMOIL!
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CIRCLE #181 ON READER SERVICE CARD.

SAGAIA

(Taito/ Genesis)

Sound Test - In order to listen to the sounds used in this 8 meg shooter, play the game and achieve a score high enough to have it register in the 'high score list'. Instead of your initials, type in the letters ZZT. This will take you to the special sound test mode.



SOUND TEST

CODE 01

M.U.S.H.A.

(Seismic/ Genesis)

Round Select - To start on any round in this amazing shooter just hit RESET 10 times, then hold DOWN&LEFT and go to the option mode and you will get a round select mode.



Hit RESET 10 times, then hold DOWN & LEFT while entering the option mode.

OPTION MODE

MAP	FORWARD	PERIOD
BACK	LEVEL	FORWARD
LEFT	LEFT	LEFT
RIGHT	RIGHT	RIGHT

M.U.S.H.A.

(Seismic/ Genesis)

Special power Up Codes - Pause the game and follow directions.



For full power press B, B, C, B, B, C, U, D, A.

For 5 extra ships press R, D, R, D, L, U, L, U, B, C, A.



For 20 options U, U, D, D, D, D, L, L, L, R, R, R, C, C, B, A.

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We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level secrets, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system!) Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM! Send all tricks to Tricks of the Trade, 1920 Highland Ave. Suite 222, Lombard, IL 60146.

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DUDE, IF YOU'RE READY
FOR A GAME THAT
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WITH 12 LEAPIN' LEVELS
OF FIERCE FIGHTING
AND RADICAL RACING,
FOR ONE OR TWO
PLAYERS.

 **TRADEWEST**



FACT-FILE

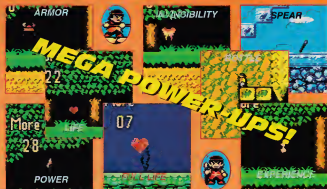
Manufacturer: Jaleco
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 7
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Now



SAVE YOUR TRIBE!!

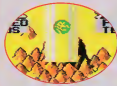
In Jaleco's Whomp Em for the Nintendo Entertainment System, your tribe has lost the seven runes of power. Your mission is to recover them from the evil monsters who found them. After receiving six Power Runes you will automatically receive the seventh Rune, the all-powerful Dragon seal.

Each Rune will grant you a new power, ranging from fire and ice to clouds and steps. Every level has a round boss who guards the Runes. A certain special weapon can demolish a round boss; the trick is to figure out which one! Promising game play, power ups, and a "cultural" soundtrack highlight this technique-driven cart. If you're lucky, you'll find the area where you can power-up completely in very quick and easy manner!



EXPLORE 7 DIFFERENT WORLDS IN YOUR QUEST FOR MAGIC!!





FACT-FILE

Manufacturer: Natsume
Machine: NES
Cartridge Size: 2 Meg+MMC3
Number of Levels: 5
Theme: Shooter
Difficulty: Average
Number of Players: 1 or 2
Available: June

NATSUME NEEDS YOU TO JOIN THE SPECIAL CYBERNETIC ATTACK !

A huge comet is hurling through space and it's heading straight for our solar system. But this is no ordinary intergalactic object! In reality, it's a super secret alien command vessel on a mission of destruction. It's target: the planet Earth!

The only hope the peaceful people of Terra have to turn to is the galactic military's elite corps of specially trained, robotic-assisted heavyweights known as S.C.A.T. With the help of allied weapons and enhancements, these incredible fighting machines will wage an explosive battle against the enemy forces and restore light to the rest of the planet. Should they fail, the fate of mankind will be forever sealed...



CHOOSE EITHER MALE OR FEMALE WARRIORS!

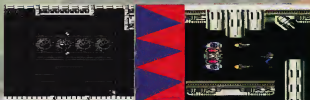


Name: Arnold
Age: 34
Birthplace: USA
Height: 6' 4"
Weight: 235
Affiliation: SCAT
Rank: Major



Name: Sightourney
Age: 25
Birthplace: CAN.
Height: 5' 6"
Weight: 114
Affiliation: SCAT
Rank: Captain

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LASER



WAVE



BLAST



SPEED UP

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Totally Rad™ takes the most awesome beach dude on a trip far below the sand, in pursuit of the totally ungnarly creature who made off with his beautiful girlfriend. Along the way, he runs into some totally gruesome monsters, who come after him with some pretty heavy magic. Luckily, he's got a few tricks of his own: **magic boomerangs**, **electric shock claws**, **shooting stars**, even **telepathy**. This dude even has the ability to change forms... from a bird to a lion to a giant lizard.

TOTALLY RAD IS TOTALLY RAD!



Excellent! Dude meets magician.



Bogus! Dude meets monsters.



Take to the air, dude!



Whoo! Life's a beach.



Awesome! Dude goes underground.



Tubular! Totally weird war.



CIRCLE #147 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Konami

Machine: NES

Cartridge Size: 2 Meg

Number of Levels: 7+

Theme: Adventure/ Action

Difficulty: Average

Number of Players: 1

Available: June 1991



THE LONE RANGER RIDES AGAIN!

Hi ho Silver, and away! Saddle up for the cowboys and indians adventure of a lifetime. Travel back to a time when the good guys wore white and the justice was served throughout the land. The Lone Ranger features adventure role playing themes, overhead and first person shooting scenes, and overhead and side-scrolling action scenes. Go from town to town to collect info and chase down the bad guys. In town be sure to purchase supplies, you wouldn't want to meet Butch Cavendish without any silver bullets. You and your trusty indian companion Tonto must rescue the kidnapped president from Butch Cavendish and restore law and order in the land of the wild west.



OUTSIDE MAP



SHOOTING 1



TRAIN SCENE



HIDEOUT



SHOOTING 2



HIDEOUT 2



Through out the wild west you'll find many towns and run into lots of thieves. Find out helpful info from the sheriff and heal your wounds at the town doctor. Upgrade your weapons and buy more ammo for the long trip to the next town. Try to obtain helpful information from anyone who will talk to you.



ROLAN'S CURSE



The land of Rolan has been cursed by the evil Emperor Baelus, and now, hundreds of dark creatures roam free in the countryside. Enter the land of Rolan with a friend, solve the mysteries of the countryside mazes, and destroy the origin of the dreaded curse!

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CIRCLE #118 ON READER SERVICE CARD.



FACT-FILE

Manufacturer: Triffix
Machine: NES
Cartridge Size: 1 Meg
Number of Levels: NA
Theme: Maze Chase
Difficulty: Average
Number of Players: 1 or 2
Available: Now



SCALE THE WALLS!!

In *Castellan*, you are a cross between a pig and a mouse. Your maze is actually a castle tower full of pitfalls, enemies, and traps. Guide your character to the top, and you'll be rewarded with a colorful bonus wave where you collect jewels for points!

You can jump and fire, but not much else. Only by using strategy and agility can you scale the walls of the towers. Take care, however, a spinning jack will appear to wipe you off your ledge if you stall for too long. Keep moving!!

Your main obstacles are objects that move methodically back and forth. These require you to time your movements and avoid certain areas. Another problem is getting trapped. Not all paths are correct! Since time isn't on your side, it's hard to recover from a mistake.



Bonus stages!!
After every level, try to score big in the tricky bonus wave! Go for the jewels!!

Yowl! Some of the ledges will crumble when you walk on them! Try not to learn this way.



Besides jumping, you can also shoot! Hit the bowling balls which stray into your path.

These blocks are in your way. Shoot them to destroy them. Otherwise, you are trapped!



TOWER OF EYES

This castle is just a warm up compared to the following castles! Beware floors that crumble and the moving eyes. Some of the bowling balls can be shot or stalled.

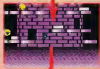


REALM OF ROBOTS

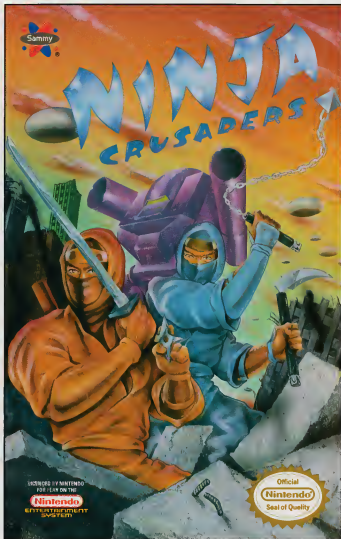
This tower requires you to make more jumps than the previous one. There is little time for errors in judgement, so just go for it! Your main enemy is following the right path.

AWESOME ROTATION!

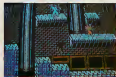
Here is a rarely seen rotation effect for the NES! Marvel at the superb transition from front to back.



Because two Ninja are better than one!



The Earth fell quickly to the destructive invaders. In Japan, Ninja came out of the shadows to battle this mysterious enemy, but were eventually driven out. Two special Ninja of the Kawari Clan, possessing ancient knowledge, have returned to avenge the people and destroy this alien threat.



You and a friend change into the heart of the humic stronghold.



The last secret of the Ninja - change into one of four Ninja beasts!



Use a throwing star, sickle, bo, or katana on your unfortunate enemies!



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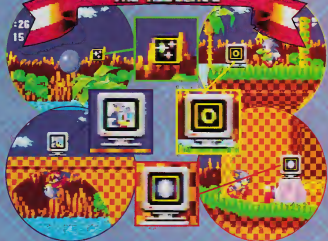
Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Action
Difficulty: Avg.
Number of Players: 1
Available: May, '91



GET READY TO GO SUPERSONIC!!

You're a hedgehog with a mission, a super hero capable of performing incredible feats! Become the one and only Sonic the Hedgehog, Sega's latest character creation who's out to deliver some of the brightest, boldest most exciting action you'll ever see on the Genesis (or any game system for that matter)! Sonic also fills the void of quality action titles that the Genesis has been in need of.

You must explore six levels of play, each with three huge stages filled to the brim with action, animation and total challenge. Destined to become one of the hottest games ever, Sonic the Hedgehog rips into the Genesis and pulls out everything you can think of, even rotation! More Super Sonic action to follow...





GREEN HILL ZONE

Sonic must blast his way past the forest-gardens of the Green Hill zone, where practicing attacking techniques is vital. Blow your way through the transport tubes Sonic!



LABYRINTH ZONE

The second region lives up to its name, sending Sonic into a wild world full of enemies that inhabit one of the most amazing mazes ever - can Sonic find his way out?



MARBLE ZONE

Sonic encounters new dangers in the Marble Zone. Filled with nasty creatures, lava flows and deadly spikes, the Marble Zone will test Sonic's skills unlike any level before!



STARLIGHT ZONE

Can Sonic make it past this tough area? Only with your help will the super-sonic hedgehog be able to overcome the large winding pathways and new challenges!



SPARKLING ZONE

Fantastic background graphics and new elements of play will make this Sonic's worst nightmare come alive! Sonic will need all of his speed to escape alive!



CLOCKWORK ZONE

All kinds of dangerous sights are to be seen in the game's last zone(?). Move Sonic into positions across moving platforms, through hordes of bugs and into more challenge!



FACT-FILE

Manufacturer: Ballistic Machine
Genesis Cartridge Size: 12 meg
Number of Levels: 15
Theme: Action-Strategy
Difficulty: Average
Number of Players: 2
Available: Summer '91

CONTROL THE STARS!

Accolade makes a huge splash in the Genesis waters with their new Ballistic label and the first 12 meg game ever on the Genesis. For more information about this fantastic breakthrough for Genesis gamers, turn to this issue's Behind The Screens story. But for now, take a look at some of Star Control's exciting features!

The time is the 27th Century. The galaxy is being threatened by seven alien races comprising the Ur-Quan Hierarchy. You, along with other freedom fighters, join the Alliance of Free Stars to defend the galaxy against the evil Ur-Quan armies. With seven starship commands at your control, each starship with its own abilities, advantages and disadvantages, the methods of battle are many. But the final outcomes are few.



LOTS OF SHIPS!

Each ship type is piloted by a different species. When attacking a ship, you'll be able to see the race of alien you are attempting to



destroy. That works when they attack you too.

Many different options exist in the game even before doing battle. For instance, you can choose whether you play against the computer or a friend, whether you would like to play a melee, full game or just practice, and the type of race you wish to battle. If you wish to play a full game, you can select any one of the 15 scenarios included in the game, making Star Control more versatile and long lasting than other shooter type Genesis games.



12 MEGS???!?

The bulk of the 12 megs seems to be dedicated mostly to sound and graphic information. Huge pictures of the 14 different ships you'll encounter in the game along with the many digitized sounds and numerous scenarios must take quite a bit of memory storage alone. Still, Accolade's goal was to make the game as similar to the computer version as possible, and considering that the computer version comes on 16 megs of disk storage, Genesis gamers are getting quite a huge game!



Awesome-looking ships!



A NEW DOOR OPENS THE WORLD OF REAL-TIME COMBAT.

Place: The Mediterranean Sea
Time: The Golden Age of the Roman Empire

Encamped in the harbor town of Iuvendua on the island of Crete is the illustrious Julius Caesar and his army. Now, off in the distance, a fleet approaches this peninsula.

This warfare system offers complete simulation with four scenarios: defense, attack, sea battle, land battle, and fortress battle.

Finish one scenario, and you're positioned perfectly to start the next, and to meet some of the greatest leaders in the known world. Test your wits against one of the great military leaders of all time, and experience the invincible strategy of Julius Caesar.



THIS GAME IS LICENSED BY SEGA ENTERTAINMENT FOR PLAY ON THE SEGA GENESIS SYSTEM



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AVAILABLE MAY 1991

CIRCLE #175 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Electronic Arts
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Now



A FISH WITH AN ATTITUDE!

Someone has been making pond life miserable for the local sea life. Who do you call? James Pond, of course! Take matters into your own fins as you guide Pond on his crusade to rid the water world of the dreaded human populous.

Battle killer sharks, toxic waste, explosions, ghosts, and beach bums who would rather stomp loot rather than use it to buy a copy of EGM. What is this world coming to?

POWER UP!



The elusive 1up heart appears once in a while.

Grab the Wand for temporary invincibility.



This flying cup will knock out the enemies!

This sea-gull will take you for a painful ride!



JAMES POND UNDERWATER AGENT



T O P S E C R E T

MISSION 1:
 ESCAPE TO FREEDOM!
 WHEN YOU'VE FINISHED THE TUTORIAL, YOU'LL BE ABLE TO ENTER FREEDOM. FREEDOM IS A SECRET AREA WHERE YOU CAN GET A COPY OF THE GAME. IT'S A SECRET AREA, SO YOU CAN'T GET THERE BY ANY OTHER MEANS.

MISSION 2:
 THE FIRST STEP TO FREEDOM IS TO GET A COPY OF THE GAME. IT'S A SECRET AREA, SO YOU CAN'T GET THERE BY ANY OTHER MEANS.

MISSION 3:
 THE SECOND STEP TO FREEDOM IS TO GET A COPY OF THE GAME. IT'S A SECRET AREA, SO YOU CAN'T GET THERE BY ANY OTHER MEANS.

MISSION 4:
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 THE FOURTH STEP TO FREEDOM IS TO GET A COPY OF THE GAME. IT'S A SECRET AREA, SO YOU CAN'T GET THERE BY ANY OTHER MEANS.

MISSION 6:
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MISSION 7:
 THE SIXTH STEP TO FREEDOM IS TO GET A COPY OF THE GAME. IT'S A SECRET AREA, SO YOU CAN'T GET THERE BY ANY OTHER MEANS.

MISSION 8:
 THE SEVENTH STEP TO FREEDOM IS TO GET A COPY OF THE GAME. IT'S A SECRET AREA, SO YOU CAN'T GET THERE BY ANY OTHER MEANS.

MISSION 9:
 THE EIGHTH STEP TO FREEDOM IS TO GET A COPY OF THE GAME. IT'S A SECRET AREA, SO YOU CAN'T GET THERE BY ANY OTHER MEANS.

MISSION 10:
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MISSION 11:
 THE TENTH STEP TO FREEDOM IS TO GET A COPY OF THE GAME. IT'S A SECRET AREA, SO YOU CAN'T GET THERE BY ANY OTHER MEANS.

MISSION 12:
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MISSION 13:
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MISSION 23:
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MISSION 24:
 THE TWENTY-THIRD STEP TO FREEDOM IS TO GET A COPY OF THE GAME. IT'S A SECRET AREA, SO YOU CAN'T GET THERE BY ANY OTHER MEANS.



Humorous animations like this make James Pond a hilarious game for kids of all ages!

Here we go! Save the trapped fish by picking up the keys and unlocking their prison doors. Move quick!



The Fairy renders James Pond temporarily invincible to all forms of enemy attacks.

Guide the poor fish to the exit tube and escape to level 3!



Use the dynamite to blow up the oil platforms here.



Watch out for the pirate ghost floating here. Gather gold bars and place them in the boat above.



Knock out the beach bums with the toxic canisters lying on the ocean floor. Watch out for the turtles!



Place the thieves' loot on the beach bum's land and he stomp it to oblivion! Aquatic guard dogs are here.

FISH BAIT!

Watch while Pond changes his expression as the number of your lives goes down. Don't get him mad!





Air Buster™ is so hot, you'll want this glove to play!

Inside every Air Buster package is an offer for a free Kaneko video glove. Great protection when you take the controls of your Air Buster warship. Because the action is fast and furious. And the game is hot. Air Buster is a full-fledged, take-no-prisoners, hyper-drive war to the finish, with three-dimensional screens and incredible sound effects. Simultaneous

two-player action, with horizontal and vertical scrolling, means you need cunning, instinct and flight skills to destroy the enemy... and survive. It's warp-speed excitement!



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CIRCLE #103 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: BigNet USA
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 4
Theme: War Simulation
Difficulty: Hard
Number of Players: 1
Available: May, 1991

Hail Caesar!

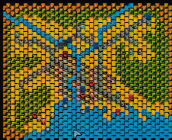
Beware the Ides of March only if you live that long. Brutus won't get the chance if you can't survive the four rounds of battle in store for you here. You are on a routine inspection mission, when you are suddenly ambushed by vicious pirates attempting to loot the island of Crete. You quickly round up your men and head into battle. You must destroy the pirate ships before they destroy all of your forts. Sounds easy, but it takes practice.

The pirates tell you of the overthrow and capture of your beloved Cleopatra. You must set sail for Egypt to save the queen and her land for Rome. your journey is fraught with disaster as you are bombarded on your ships by rebel ships and besieged by renegade troops as you set foot on land in Egypt.

You must fight to Cleopatra's castle and rescue your damsel in distress. It is up to you...Warrior of Rome!



Soldiers: "Victory to Caesar!"



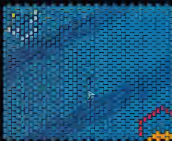
Save as many of your bases as possible while attacking enemy ships. The three at the top are easiest to defend.



You can watch one battle or three battles at once and still keep an eye on the rest of the action.



Set traps on the enemy ships. When all five are sunk, you win



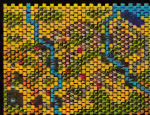
You must get to Egypt to save Queen Cleopatra. You are the only hope, sail across the Mediterranean amidst the evil hordes of pirates.



You can attack ship to ship or throw greek fire to send them to a watery grave.



Your ship follows a set path. You must not only battle other ships, but the elements as well- Wind and ocean current.



Cleopatra is a prisoner in her own castle and it is up to you to free her. Caesar's men must storm the castle, but beware, the enemy horde is lying in wait. for you. Break down the barricades before all access is gone.



You must overthrow the castle before the bridges are destroyed.

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CIRCLE #127 ON READER SERVICE CARD

FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx-16
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 1 to 5
Available: June 1991

GO FOR THE SLAM DUNK!

The latest basketball game for the TurboGrafx is a computer translation of the popular sports game from Cinemaware. TV Sports Basketball has a multitude of features not found on most other basketball games, including five-on-five play.

As in all the TV Sports games, the action is broken up by reporting and statistics from around the league. An announcer is used, along with appropriate text, to help bring you up to date and rate your performance.

The graphics and sounds help aid this sports title into a class all its own. TV Sports Basketball really works as a head-to-head title, with two opponents facing off in a five player mode.

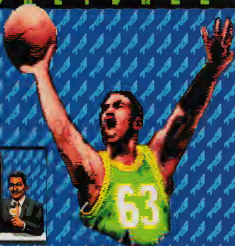
SPORTS BASKETBALL



Play up to five players at one time



In between quarters the announcer reports the scores.



WEST



EAST



Pick your teams from the East or West divisions and then check the schedule for the next game. Place your best players on the first string to get the advantage early in the game.



Rate Dragon Warrior II

1ST PRIZE

One winner will receive a statue of Gold Man.

3RD PRIZE

Four winners will receive the Gold and Silver Keys from Dragon Warrior II.

2ND PRIZE

Three winners will receive the Jailers Key and the Watergate Key from Dragon Warrior II.

4TH PRIZE

Six winners will receive a cloth displaying the armor from Dragon Warrior I, II and III.

5TH PRIZE

Six winners will receive a cloth displaying weapons from Dragon Warrior I, II and III.

Complete the Game and Send Us a "Report Card." Win Prizes and a Chance to be First to Play Dragon Warrior III.

When you complete your quest in Dragon Warrior II, send us a photo of you next to the game's final screen, along with your written, detailed impressions of Dragon Warrior II. Beginning in February, 1991, and continuing each month through May, 1991, the 20 best write-ups for each month will win one of the prizes shown above clutched in the monster's claws. In May, the 24 players with the best "report cards" will win a **pre-release copy of Dragon Warrior III** and a chance to provide feedback about the new game. Each month's winners will be notified by mail. Entries must include your name, age, address, telephone number, and the name of the store from which you bought the game. Good Luck Brave Warriors!

Watch the Dragon Warrior Cartoon Show. See local TV listings for time and station.



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CIRCLE #172 ON READER SERVICE CARD

FACT-FILE

Manufacturer: TSS of Japan
Machine: P. C. Engine
Cartridge Size: 4 meg
Number of Levels: 6
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: Now (Japan)

DEAD MOON

RESCUE THE EARTH FROM A KILLER COMET!

A huge comet is racing through space, heading directly towards the lunar surface. Only this is no ordinary celestial object, it harbors an alien war machine bent on the total destruction of the planet Earth!

Working from their new base on the "Dead Moon", the aliens have launched an all-out offensive against the people of Terra. It's up to you, a lone space pilot operating the most advanced fighter ever created, to put an end to the cosmic creature's expansionist ways and push their armies of evil back into the void of space!



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When at full power shoots 6 ways!

Fires a mega blast that fills the area!

Shoot ring weapon in wave pattern!

Launch power wave directly ahead!



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FACT-FILE

Manufacturer: Electrobrain
Machine: Gameboy
Cartridge Size: 1 Meg
Number of Levels: NA
Theme: Action
Difficulty: Moderate
Number of Players: 1 or 2
Available: Now



1PLAYER
2PLAYER

HIScore 10000

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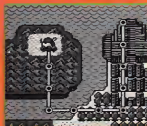
Good!



GUIDING LIGHT...

Your mission: guide a super-powered tank to an enemy base by creating stepping stones for the tank to travel upon. Enemy installments will attempt to stop you, but don't despair! You have the speed, talent, and brains to make through unscathed!!

The object is simple: just grab blocks and place them so that the tank may proceed. If the tank hits a wall, it sustains damage and turns around. The tank can also be damaged by falling blocks or enemy targets. Take care not to lose blocks because you can trap the tank in a crevice and not be able to get it out! Stay alert for fire too!!



DIFFERENT STRATEGIES FOR EACH SITUATION!!

TARGETS!

After the first level, targets line the ground. These targets can blast your plane out of the sky, so keep moving! Some of the targets have power ups like double planes or extra power!

GRAB AND PLACE!

The key to winning this game is correct placement of the blocks. Grabbing them is the first challenge, placing them is the second. Dropping blocks on the tank causes damage.

DIFFERENT BLOCKS!

Again, after the first level, the blocks change in shape and size. This causes an extra dilemma as to where to put the blocks. Some blocks are placed to get in your way and nothing else.

END OF ROUND SHOWDOWN!

At the end of each level, gunners are placed in a wall trying to last you away! Don't worry about the tank, it's generally indestructible. Your plane, however, is not.

POWER UPS!

The targets hold power ups like the double plane or extra power. The double plane can be irritating because the extra plane picks up blocks when you don't want it to.

TALLY IT UP!

After defeating the guns at the end of the levels, you will see the fruits of your victory pile up on this tally screen. How high of a score can you get??



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VIDEO GAME

HEROES⁺ OF THE LANCE

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- Defend yourself with magic and an arsenal of weapons

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Frankenstein

The Monster
Returns



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Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Saving the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a ghoulish army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creep infested billage, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster... It's up to you to destroy him!



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BANDAI

Extra

B.A.S.E.S.

The Race for the Pennant!

"Well it looks like the home town boys are down to their last chance in this, the seventh game of an incredible series. The score is 4 to 2 in the bottom of the ninth with 2 outs and runners on 1st and 2nd. The count is full, so the runners will be moving. Here's the wind-up and the delivery...Oh, Wade got all of that one!...It's a deep fly ball to center!...Cole races back to the warning track!...IT'S GONE!!! HOME RUN!!!"

Now you can experience all the excitement of a neck and neck pennant race with EXTRA BASES™. You can pitch, bat, field, and run the bases just like in a pro baseball game. So step up to the plate and swing for the fences. With EXTRA BASES™, you're a sure winner.



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C. 18 to 25 D. 26 and Older
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C. Sega Genesis D. Gameboy
E. Lynx F. SMS
4. How Many Games Do You Own:
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C. 11 to 15 D. 16 or More
5. What Type of Games Do You Enjoy Most:
A. Action B. Adventure
C. Role-Playing D. Strategy
E. Shooter F. Sports
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FACT-FILE

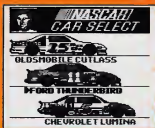
Manufacturer: Konami
Machine: Game boy
Cartridge Size:
Number of Levels: 4
Theme: Car Racing
Difficulty: Average
Number of Players: 1 or 2
Available: May 1991

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This track has high banking turns, but it drives fairly fast. Put the pedal to the metal.



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Whip Rush	100104	Timeball	000828	WWF Challenge	051819
Budokhan	070187	Devil's Crush	000866	Jackie Chan	000119
Hell Fire	824420	Power Golf	000415	Silver Surfer	800038
Truxton	010121	R-Type	000439	Ski or Die	120124
Burning Force	020023	Psychosis	000880	Wall Street Kid	902012

This list was written in March. Our upcoming reviews for the NES: Rocketeer, Frankenstein, Legends of the Diamond, Ultimate Journey, Kabuki Quantum Fighter, Magician, Casino Kid, Ninja Crusaders, Adventure Island 2, Princess Tomato; for the Genesis: Fatal Labyrinth, Flicky, Gaiarses, Bimini Run; for the TG16: Super Star Soldier and Sherlock Holmes. Choose "New Additions" to get their game codes!

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1943
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Master of Monsters
Y's III
Cosmic Fantasy II
Road Spirit
Exile
Manhole
Cybercityoedo
Hellfire
Download II
Vastel
TDF2
Lost Armageddon
Car Crush
Death Bringer
Gain Ground
Bonanza Bros
Dynasty Warriors

NEO GEO
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Superspy
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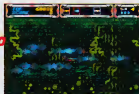
Game of the Month High Scores!!

This Month's Game...

Thunderforce 3

1. Jonathon Zaremba 9,999,990

- | | | |
|----|----------------|-----------|
| 2. | John Dekker | 7,961,680 |
| 3. | Scott McTurner | 6,810,510 |
| 4. | Pete Guinto | 6,801,800 |
| 5. | Ken Barker | 6,698,950 |



Send Scores For...

Moonwalker

All entries by June 15

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NINTENDO

ARCADE

Game	Score
Abadox	133,180
After Burner	14,335,870
Bird Dude	999,999
Batman	6,862,500
Burnin' Fighter	15,342,420
Contra	6,553,500
Double Dragon	346,450
Double Dragon 2	398,660
Godzilla	11,111,210
Guerrilla War	219,400
Ketnor	534,500
Marble Madness	147,110
Mega Man	9,999,990
Metal Gear 2	Finished
Paperboy	161,200
P.D. W.	211,500
Rad Racer	62,492
Rampage	42,999,965
Road Blasters	999,999
Rolling Thunder	179,590
Sky Shark	1,643,570
Star Soldier	6,555,000
Super C	6,899,990
Super Mario Bros. 3	5,999,990
Taite	365,719
THAT	8,999,990
Wizards and Warriors	999,999

Game	Score
1943	2,647,360
After Burner	68,544,806
Akumeko	1,105,010
APB	1,002,324
Dinos(PH)	80,220,006
Double Dragon	130,600
Hard Drive	528,800
Klax	3,265,000
Dut Run	49,052,270
Robocop	2,240,600
Smash TV	12,624,000(1 Play)
Super Contra	

Player

Matt Wittingham
Jeff Yonan
Stephen Krognan
Jeff Amerswyer
Kelly McKenzie
Joel Winter
Jeff Benzen
Chris Hoffman
David Wright
Steven Zarzynek
Ralph Mendes
Jason Turkin
Jeff Adkins
Sergio Sniger
Glenn Stockwell
David Wright
David Wright
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Carl Falco
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SEGA

TURBO

GENESIS

Game

After Burner
Altered Beast
Double Dragon
Mistral Defenses 3-0
Dut Run
Rampage
Rastan
R-Type
Shinobi
Space Harrier
Thunder Blade
Tina Soldiers

Score

6,704,000
934,400
810,370
689,000
55,628,340
795,400
21,126,200
1,126,590
1,185,790
95,957,970
3,054,000
7,437,790

Player

Jeff Yonan
Alex Stamos
Brian Gedreault
Joe Tadder
Dan Lee
Gerald Beshary
Christopher Sims
Brian Gedreault
Todd Buellito
Dan Lee
Bob McGuire
Rob Siegmann

Game

Alien Crush
Blazing Lasers
Bloody War
Berk's Adventure
Cyber Con
Dragon Spirit
Fantasy Zone
Fighting Street
J.J. & Jeff
Monster Lair
Side Arms
Victory Run

Score

999,999,990
99,999,990
2,348,350
999,495
996,900
636,470
68,365,100
547,600
10,175,660
366,520
3,818,658
18 mtn. 20.13 sec

Player

Berry Bowman
Dale Scordino
Ken Shulin
Chris Nygard
Jim Nakala
Randy Lewis
Brandon Flash
Sergio Sniger
Chris Canaris
Terrence Michaelson
Mark DiGiordis
Stephen Shelton

Game

After Burner 2
Altered Beast
Air Driver
Columns
Cruze
Forgotten Worlds
Ghostbusters
Ghouls & Ghosts
Revenge of Shinobi
Target Earth
Thunderforce 2
Truxton

Score

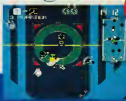
26,617,840
4,692,590
78,023,000
95,999,586
10,583,300
1,694,190
15,126,000
1,555,790
6,029,800
79,172,540
6,770,350
3,331,590

Player

Tony Denton
Lee Ventrone
Steve Switz
Keith Dastorff
Jeff Yonan
Tony Denton
Kurt Schaal
Glen Stockwell
Bradley Marks
Randy Lewis
Todd Buellito
Tony Denton

Rules - All scores on Moonwalker must be received by June 15, 1991. If maximum score are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry form with an accompany a legible photo. Void where prohibited. Send SASE to High Score, 1920 Highland Ave., Suite 222, Lombard, IL 60146 for an official entry form.

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NINTENDO

Beetlejuice

Acclaim - Action

Bill Elliott's Nascar Challenge

Konami - Sports

Cyber Stadium Series - Base Wars

Konami - Action/Sports

Family Fued

Gametek - Family Fun

Faria

Nexoft - Action/RPG

Hunt For Red October

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SNK - Action/Adventure

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Romstar - Sports

Monopoly

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Motorcity Patrol

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Nintendo - Sports

Pac Man - 10th Anniversary

Tengen - Maze Chase

Robocop 2

Data East - Action

Times of Lore

Toho - Action/RPG

Touchdown Fever

SNK - Sports

Uninvited

Kemco-Selka -
Adventure/RPG

Videomation

THQ - Drawing System

World Cup Soccer

Nintendo - Sports

GENESIS

Abraham's Battle Tank

Sega - Simulation

Batman

Sunsoft - Action

Flicky

Sega - Action

Hardball

Ballistic(Accolade) -
Sports

Junction

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Powerball

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Action/Sports

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Individual companies, and is current as of March 30, 1991.

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GAME OVER!



VALIS II



BOSS 1



The first form of Megas is relatively easy to defeat by staying in the left-hand corner and jumping.

Megas in his second form moves back and forth. Stay to the right and jump over the power blasts.

BOSS 2



DEFEAT MEGAS IN HIS TWO FORMS TO LEARN THE TRUTH!

It all started with your battle with your friend Reiko. After her death, you learned about the rise of Megas, an emperor even more ruthless than the Logless King. With the power of the

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PAC-MAN'S BACK AND GAME BOY'S GOT HIM!



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There's Ghosts to gobble so get Pac'n.

namco

The Game Creator

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